

**Andrew Friedenthal**

**Heroica**

**(a superhero themed land)**

**Story/Land Bible**

## Heroica

### Document 1 - Land Theming / Backstory / Characters

#### High Concept

**Logline:** You are invited to Heroica, the City of Superheroes, for the first-ever Origins Day! To keep pace with the many growing threats to the safety of the world, the city's defenders have joined forces to create a new generation of superheroes . . . one of whom just might be you!

**Synopsis:** In the dark days of World War II, while Oppenheimer and his team of physicists toiled away in New Mexico to build the atomic bomb, a second team was deployed to an east coast city to engage in the "Heroica Project." This combination of biologists, chemists, physicists, munitions makers, and even "mystics" was meant to develop enhancements and armaments for American soldiers, creating real-world superheroes inspired by those found in the pages of popular comic books. With no notable successes to its name, the Heroica Project was deemed a failure.

Until some years after the war, when the Baby Boomer children of returning soldiers began to display what could only be described as superpowers. The various experiments of the Heroica Project, it would seem, *did* work at unleashing energies that rewrote the DNA of children born in the city, who came to be known as "SuperBoomers." While many of these children grew to adulthood and became heroes that worked to serve their community, others used their powers for more selfish and nefarious means, leading to a legendary and ongoing battle of heroes and villains that led the citizens of the city to rename it "Heroica."

Despite desperate – and controversial – attempts by the U.S. government over the past half century to prevent superpowered individuals from leaving the city and "infecting" the rest of the country, recent years have seen more and more battles between superheroes and supervillains throughout the United States, and even internationally. As a result, the government has finally decided to team up with the city's preeminent heroes to hold the first ever "Origins Day," where specially invited guests are welcomed into the city to be exposed to scientific and magical energies that could turn them into superheroes.

As one of those guests, it's now up to you to prove the truth of Heroica's official city motto: "Everyone can be a superhero!"

**Full Backstory:** World War II could have been the end of the world. But for the citizens of the city that would become Heroica, it proved to be just the beginning of an entirely *new* world.

While physicists gathered in New Mexico for the Manhattan Project, a lesser known team of biologists, chemists, technologists, and so-called “mystics” was brought together in a city on the east coast to explore ways of pushing the human body beyond its limits and create superhumans who could fight against the Axis forces. The “Heroica Project,” as it was named, would come to succeed beyond the government and the scientists’ wildest dreams . . . it just took a little longer than they expected.

During the war, the Project was unable to create any true superhumans, its greatest success being a man named “Lucky” Luke Givens, who could successfully call whether a coin would fall heads or tails 100% of the time. To this day, nobody is sure if this was an actual, small-scale power based on telekinesis or prognostication, or if Givens was just an extraordinarily lucky man. The latter thesis would prove to apply only to coin flips when, in 1952, Givens was hit by a bus while crossing the street, staring at the quarter he was obsessively flipping instead of observing the flow of traffic.

So it was that the Manhattan Project would help bring World War II to a close, with the Heroica Project being labelled a failure. That is, until the Baby Boom that followed the war began, and parents across the city discovered that their newborns were exhibiting strange traits. A child in midtown, while learning to walk, ran off the side of a bed and continued walking on air. Another, downtown, reached for a pot of boiling water which fell on her and did no damage. Still another boy could respond to his parents’ questions before they were asked out loud. And so on.

As it turned out, the various chemical, biological, and radioactive agents that the Heroica Project had used to try and create superhumans *did* work . . . just a generation late. And so, the renamed city of Heroica became the one place in the nation, in all the world, to house a growing population of superhumans. Now, three quarters of a century later, Heroica’s entire economy and cultural identity revolve around the battles between selfless, benevolent superheroes and selfish, nefarious supervillains. In recent years, though, the American government’s attempts to contain the superhumans to this one city have completely faltered, and supervillains are popping up across the country, and indeed the globe.

Which is why the city’s heroes and government have decided to offer aid to the rest of the world by holding “Origins Day,” inviting visitors to come to the city and safely expose themselves to various scientific and mystical energies that might just give them superhuman powers of their own.

The city’s slogan, “Everyone can be a superhero,” is now more true than ever!

## **Characters**

*This is a list of characters who appear in attractions or shows. It should also serve as a starting point and background information for the larger world of Heroica, and to provide potential fictional identities for employees in the land, who will be invited to contribute their own backstories to their characters.*

### **Heroes**

**Professor Praetorian** (current legal name Richard Lester) – Heroica’s favorite son and its “Prime Paragon of Propriety,” Professor Praetorian is a guardian of justice, an invulnerable strongman, a scientific genius, and (unknown to everyone outside of KnightGuard, LazerBlast, and the Darklore Family) a 5,000-year-old alien who has been living on Earth throughout all of recorded history, subtly guiding humanity’s evolution. His intentions are purely benevolent, but he knows they wouldn’t be interpreted as such by humanity at large. Because he has so many centuries of memory and knowledge in his head, he at times appears absent-minded or befuddled, but he is really one of the smartest, most capable, and most competent beings on Earth.

**KnightGuard** (Robert Walter) – If Professor Praetorian is Heroica’s daytime protector, KnightGuard is its nighttime avenger. Robert Walter is the pinnacle of human achievement, despite being born without powers. While he began as a street-level hero with only modest resources and some training at Ross’ Gym, an encounter early in his career with Professor Praetorian led to the alien hero becoming KnightGuard’s benefactor, providing him with a hideout, crime lab, vehicles, and lots of cool toys with which to fight crime. A mysterious, dark, urban, medieval-themed warrior, KnightGuard is as feared by Heroica’s criminals as Professor Praetorian is beloved by its citizenry.

**LazerBlast** (Susan Sussman) – LazerBlast is the hardest-working hero in the city, with possibly the silliest name. But that’s with good reason – it’s the name given to her superheroic persona by her then 4-year-old son. When public defender Susan Sussman was taken hostage during a courthouse standoff, her natural powers kicked in, and she found herself able to turn into (and control) light. She revealed this only to her son and husband, who supported her decision to become a hero. She continued to serve the city as both lawyer and superhero, eventually moving into prosecution and working her way up to District Attorney. Early in her term, the mafia blew up her home, killing her husband and leaving her a single mother. Her son – now 14 – continued to support her work and has at times served as her “man in the chair” and closest confidant (Professor Praetorian and KnightGuard are the only other individuals who know her identity). She and KnightGuard are attracted to each other, but both are too consumed by their causes to pursue a romantic relationship.

**The Darklore Family** – A family of wizards, warlocks, witches, and sorcerers whose lineage goes back to the founding of the city that would become Heroica (and, prior to that, to the dark forests of Eastern Europe). Secretly, they are the reason nobody recalls the name of the city and cannot find it in any historical books or documents. The old city, Hell’s Corner, was named for the superstition of earlier settlers that it sat on a spiritual faultline which allowed monsters and demons to come forth into the world. This superstition, of course, was true. The Darklore Family used both its magics and its political clout – built up from working behind the scenes in American politics from before the Revolution – to ensure the Heroica Project came to Hell’s Corners. They hope that the presence of so many heroes in the city will help protect the Earth should the faultline ever crack open. Their long family history is entangled with that of Professor Praetorian, and though they profess to serve the cause of righteousness they have often come into conflict with the city’s favorite hero.

**Dragon Girl & Sparklebreath** (Tanya Ramirez & [unpronounceable in human tongue]) – An 11-year-old girl with a pet dragon. She’s a straight-A student, but if her parents knew she had mentally and emotionally bonded with the last living dragon, they would ground her, like, forever.

### Villains

**David Samson** – The grandson of the original Heroica Project head, David Samson is a third generation citizen of the city who is completely without superpowers. However, his natural genius knows no bounds, and he is simultaneously the wealthiest man in the city, the head of its supervillain underworld, and sometimes the holder of temporary, lab-manufactured powers that he uses to get revenge on the superheroes he thinks have usurped his birthright. He is a mirror to both Professor Praetorian and KnightGuard – a Renaissance man with the brain and resources to accomplish anything he sets his mind to, consumed by jealousy over his lack of powers.

**The Brute** (identity unknown) – Eight feet, four hundred pounds of pure purple muscle and rage. Nobody knows who he is, what he wants, or why he periodically appears throughout the city to wreak havoc and destruction. Many of the citizens of Heroica have come to view him as an unavoidable force of nature, though Professor Praetorian suspects he may secretly be the unleashed id of one of the city’s own superhero protectors.

**Erika Darklore** – The black sheep of the Darklore Family, and its one current practitioner of black magic, Erika seeks to use her powers to attain the true heights of power she feels are her birthright. Rather than pursuing subtle manipulation of magic to safeguard humanity, she wants to openly rule the world, and often it is only her own family that stands in her way. She has a flirtatiously adversarial relationship with Professor Praetorian.

**The Association of Clean Living** – A death cult masquerading as a gym/fitness club franchise, it owns buildings all over the city and is, at its heart and unknown to many of its members, dedicated to tearing open the spiritual faultline beneath Heroica and bringing forth whatever demonic/interdimensional beings reside on the other side. The archnemeses of the Darklore Family. Generally referred to as simply “The Association.”

## Heroica

### Document 2 – E-Ticket Dark Ride Script

#### “The Hero’s Journey”

#### High Concept

**Logline:** Live the life of a superhero in this special invited tour of Heroica! When an emergency arises, visitors will have to take a more active role in helping Heroica’s dark urban avenger, KnightGuard, save the city from an organized attack by its greatest villains!

**Synopsis:** As a special treat for Origins Day, Heroica’s invited guests are welcomed aboard self-driving tour cars that will provide a tour of the city and give some insight into what it’s like to be a superhero battling against the forces of evil and injustice. However, what is meant to be a tour of the city’s famous buildings and a history of its greatest values gets hijacked by the city’s urban avenger, KnightGuard, who hacks into the self-driving tour car and brings it to his crimefighting headquarters to interrogate riders about whether they’re really ready to be heroes.

When an emergency alert goes off, though, KnightGuard’s plans are derailed, as an organized group of villains assault the city. The tour car’s onboard A.I. is hijacked by the villains’ leader, David Samson, leading to a wild, kinetic ride through the streets of Heroica, weaving in and out of battles between heroes and villains on the way to the villains’ secret hideout. It’s up to riders to distract Samson while KnightGuard regains access to the tour car before the rogue A.I. can bring the tour to a speedy, explosive conclusion.

---

#### Main Characters

**C.O.M.P.U.T.E.R.** (“Command Organizational Modulating Processor Unit To Enable Righteousness”) – The A.I. system utilized by The Heroica Council, the city’s preeminent superhero team. A friendly, computerized voice that in this case is being used to welcome visitors and run the tour . . . until sinister forces gain access to her code.

**KnightGuard** (Robert Walter) – If Professor Praetorian is Heroica’s daytime protector, KnightGuard is its nighttime avenger. Robert Walter is the pinnacle of human achievement, despite being born without powers. While he began as a street-level hero with only modest resources and some training at Ross’ Gym, an encounter early in his career with Professor Praetorian led to the alien hero becoming KnightGuard’s benefactor, providing him with a hideout, crime lab, vehicles, and lots of cool toys with which to fight crime. A mysterious, dark, urban, medieval-themed warrior, KnightGuard is as feared by Heroica’s criminals as Professor Praetorian is beloved by its citizenry.

**David Samson** – The grandson of the original Heroica Project head, David Samson is a third generation citizen of the city who is completely without superpowers. However, his natural genius knows no bounds, and he is simultaneously the wealthiest man in the city, the head of its supervillain underworld, and sometimes the holder of temporary, lab-manufactured powers that he uses to get revenge on the superheroes he thinks have usurped his birthright. He is a mirror to both Professor Praetorian and KnightGuard – a Renaissance man with the brain and resources to accomplish anything he sets his mind to, consumed by jealousy over his lack of powers.

---

### **Scene-By-Scene Walkthrough/Script**

#### **Entrance: The Consulate Exterior**

An immaculate, art-deco-meets-steampunk edifice stands in the middle of Heroica. On its exterior is written “THE CONSULATE – HOME TO THE HEROICA COUNCIL.” Pictures of the Heroica Council, with their names underneath, adorn the outside wall:

- *Professor Praetorian* [Heroica’s favorite son, a guardian of justice, an invulnerable strongman, a scientific genius, and (secretly) a 5,000-year-old alien]
- *KnightGuard* [a mysterious, dark, urban warrior with a medieval theme that hides some of the most sophisticated crime-fighting technology in the world]
- *LazerBlast* [able to turn into and control light, LazerBlast’s true power lies in her secret identity as Heroica’s district attorney]
- *Tessa Darklore* [matriarch of the Darklore family and one of the most powerful magicians in the world]
- *The Merry Prankster* [a gangly man in a jester-inspired outfit who uses juggling paraphernalia to fight crime]
- *Sea Witch* [a sea-weed encrusted mer-woman with the ability to control and shape water]
- *The Wanderer* [a steampunk-flavored lost traveler from another dimension with the ability to create dimensional portals]

A sign at the entrance to the queue reads:

*Welcome, invited guests, to The Consulate! Enter here for your guided tour of Heroica and enjoy a first-hand view of what it’s like to battle the forces of injustice as a superhero!*

The voice of **C.O.M.P.U.T.E.R.** makes an announcement every few minutes over a bed of heroic music (these announcements occur throughout the entire queue):



1. *Welcome to the Consulate, and to your special tour of Heroica, the city where everyone can be a superhero! Sponsored by the Heroica Council, the office of the mayor, and Praetorian Industries!*
2. *Want to know what it's like to be a superhero? Well, you've come to the right place! Your tour, departing shortly, will show you what you can expect when you get superpowers of your own!*
3. *Please refrain from using any superpowers – including flight, super speed, and invisibility – while inside the Consulate. And guests with time travel powers must not abuse them to make the line go faster.*
4. *When you arrive at your tour car, move all the way in, take a seat, and fasten your seatbelts. These are self-driving vehicles, so please don't interfere with them telekinetically. Thank you.*
5. *Current supervillain sightings rating – low. Very low. Mysteriously low, actually. Hm...*
6. *Remember, you can be a superhero even without any powers! Volunteer at your local soup kitchen, start a recycling program at your school or office, or even just help somebody cross the street! It doesn't take a lot to be a hero!*
7. *If any visitors are from a different planet or dimension, please identify yourselves to a Consulate employee immediately. Failure to do so may result in extreme security measures accidentally being deployed against you.*
8. *Your tour of Heroica will begin shortly, where you will learn what it's like to experience our city the way its heroes do!*
9. *Should any of our visitors think that they might use their powers to become villains instead of heroes, please let a Consulate employee know before your departure. You'll get a special tour that has an added bonus stop – the Greater Heroica Correctional Facility.*
10. *Here in Heroica, it's not just humans that can be superheroes! So, for all you super dogs, cats, horses, ducks, and racoons out there, [sound of dog barking, sound of cat meowing, sound of horse neighing, sound of duck quacking, sound of racoon chittering then hissing].*
11. *A note to those visitors first developing their superpowers – if you think you can fly, be sure to try starting from the ground.*
12. *As a friendly reminder, clones, evil twins, inter-dimensional doppelgangers, and robotic duplicates of Heroica Council members do not have membership privileges. Time traveling versions of members from the past or future, however, may use the gym and swimming pool if they sign in at the front desk.*
13. *Please do not go outside of the designated queue area for any reason. The Heroica Council is not responsible for any injuries sustained if you do. And you will almost certainly be injured.*
14. *Remember, for everyone's safety — if you see something, say something. Unless you have X-ray vision, in which case, please keep some details to yourself.*
15. *While in your tour vehicle, please keep all hands, arms, legs, hammers, lassos, high-tech armor, and sidekicks inside the vehicle.*
16. *Paging visitors Kent, Stark, Wayne, Banner, Parker, and Rogers. Paging visitors Kent, Stark, Wayne, Banner, Parker, and Rogers.*

### **Queue Room 1: Consulate Lobby**

A well-appointed, marble-walled lobby with Grecian columns, mixed with industrial chrome here and there. A fitting entryway for a pantheon of modern-day gods.

Once the queue enters the building, it moves along through a series of high-tech security scanners programmed to go off at random times, along with the pre-recorded lines:

*Warning! Warning! Security breach detected! Please remain calm and do not activate any superpowers!*

At the center of the lobby is a welcome/information/security desk, with a multi-armed humanoid robot sitting at it, holding multiple phone receivers, and pushing at various phones and computer screens. This is one of many physical bodies of **C.O.M.P.U.T.E.R.** and speaks in its voice, in a dialogue loop:

**C.O.M.P.U.T.E.R.:** *Consulate, please hold. Consulate, please hold. Consulate, home to the greatest heroes in any world, the Heroica Council, please hold. If this is an emergency, please hang up and dial 9-1-1. This line is for Consulate business and visitor information only, not for emergencies. Our hours are 7 a.m. to 10 p.m. daily, closed for all national holidays and official city disasters. Consulate, please hold. Consulate, please hold. Consulate, home to the greatest heroes in any world, the Heroica Council, please hold. Your call is very important to us, and we look forward to speaking with you as soon as a human agent or non-evil artificial intelligence is available. Consulate, please hold. Consulate, please hold. Consulate, home to the greatest heroes in any world, the Heroica Council, please hold. We are very sorry, but we cannot connect you directly with any members of the Council, nor reveal their secret identities so you can contact them elsewhere. [Loop restarts.]*

A few signs adorn the walls throughout the room:

Sign 1: *Welcome to the Consulate, home to the Heroica Council! The greatest heroes in any world!*

Sign 2: *Attention interdimensional travelers: This is Dimension QXE247 Inclusive. Do not confuse it with Dimension QXE247 Intensive. The local fauna here do not breathe methane or live in lava. Thank you.*

Sign 3: *Thank you for not smoking, steaming, melting, calcifying, condensing, sublimating, emulsifying, or turning your fellow visitors into dust.*

### **Queue Room 2: Consulate Trophy Room**

The Heroica Council's trophy room, full of displays featuring weapons and souvenirs from their most famous cases. This is a more high-tech room, covered with security apparatus to protect the displays. The music and announcements are more subdued in volume, and less bombastic, befitting a museum-like atmosphere.

Each trophy case has a plaque beneath it explaining what the object within is. These cases include:

Object: A large rock that is partially cracked open. Swirling light streams out from inside, and a tiny, alien-looking tendril is just poking out.

Plaque Title: *The Thing From Dimension 21*

Plaque Text: *In this case is the threat that first brought the Heroica Council together! Though it may look like a harmless rock or meteorite, this is actually a seedpod containing a 21-dimensional creature that, should it ever fully emerge, would immediately expand to the size of our entire universe, consuming all life within. Fortunately, a combination of Alexander Darklore's magic and Professor Praetorian's science has slowed the seed's opening to an infinitesimal degree. Current estimates for the creature's emergence place it after the heat death of the universe.*

Object: A pair of brightly shining diamond earrings

Plaque Title: *The High Societress' Time Diamonds*

Plaque Text: *A pair of earrings adorned with diamonds made from solidified time, allowing the 100-year old villain The High Societress to remain in her twenties as long as she wears them. Her crime empire came to an end with KnightGuard – in his civilian secret identity – seduced her and stealthily removed the earrings shortly before allowing her to fall and break her hip.*

Object: Pages of a tax document

Plaque Title: *The Dog Duke's Tax Forms*

Plaque Text: *Some villains are defeated by superior strength, some by cutting edge science, and some by cunning strategy. Only the Dog Duke – a hyper-intelligent dog who for a time attempted to create a Villain Council to counter the city's heroes – was taken down by cheating on his taxes, as discovered by LazerBlast. No man – or dog! – is above the IRS!*

Object: Several moss- and algae-encrusted gold coins

Plaque Title: *Sunken treasure unearthed by Sea Witch*

Plaque Text: *The Heroica Council is funded in a variety of ways – through government grants, the profits from Professor Praetorian's patents, and even private donation. However, a not-insignificant part of the Council's overhead is paid for with deep-sea treasure unearthed from sunken ships by Sea Witch.*

Object: A spinning discus of light, with swirling energy tendrils reminiscent of a spiral galaxy  
Plaque Title: *One of The Wanderer's portals*

Plaque Text: *A (mostly) harmless dimensional portal created by The Wanderer. Though he can create these portals to travel to other dimensions – or to different locations without our dimension – the only portal he seems unable to summon at will is the one that can take him home.*

Object: A near-mummified skull adorned in Professor Praetorian's signature goggles

Plaque Title: *Professor Praetorian's Skull*

Plaque Text: *This strange artifact was found next to a Tyrannosaurus Rex skeleton outside of Provo, Utah. Examination by the Council proved it to somehow be Professor Praetorian's skull, which had been there for millions of years. Needless to say, this baffled the very much alive Professor, and current theories posit that at some point in his future, he will travel to the past where he will meet his ultimate demise. Unless, of course, that fate can somehow be avoided. The Professor is hoping for this latter option.*

Object: An ordinary bowling pin

Plaque Title: *The Merry Prankster's Bowling Pin*

Plaque Text: *Nothing more than an ordinary bowling pin, this humble object – in the hands of the Merry Prankster – once saved the entire multiverse. When the Great Hunter arose from beyond the curve of space-time to consume all that is, was, and ever will be, only a motley collection of heroes (and reluctant villains!) stood against him in the final battle. The Merry Prankster then tricked the Hunter into investing most of its essence into this bowling pin, using the logic that it was the only conceivable way that the ancient entity could consume itself. The Prankster then used the pin to knock the weakened Great Hunter into a black hole and used the remaining power within it to recreate the universe exactly as it was. However, some conspiracy theories abound that prior to this universal rewrite juggling wasn't the most popular entertainment in the country, but there is no way to prove this.*

Object: A gargoyle, seemingly frozen in mid-flight, with a wing that occasionally twitches

Plaque Title: *Demon (frozen)*

Plaque Text: *An actual demon from the nether realms, frozen at the end of "The Hellscape Encounter" when Tessa Darklore – working with the rest of her family – summoned an army of harpies to fight back against the demon infestation that had taken over Heroica. If you see this figure move in the slightest, please inform a Consulate employee immediately, and do not accept any bargains it may suggest.*

Object: An empty case

Plaque Title: *KnightGuard's Invisible Gauntlet*

Plaque Text: *When the Color Guard assaulted the city by weaponizing every color on the visible spectrum, KnightGuard foiled the dastardly plot by creating a suit of invisible armor. Though most of it was damaged beyond repair in the battle that ensued, this one gauntlet remained suitable for display. Or so KnightGuard insists.*

Object: A bowl of alphabet soup, glowing bright blue

Plaque Title: *The Soup-erior Man*

Plaque Text: *The last known remaining bowl of soup containing the essence of the Soup-erior Man, who attempted to take over the United States by infiltrating the central factory of a popular soup manufacturer and slipping a piece of his viscous, dividable body into every can of soup that was produced over the course of six months. The Heroica Council has never publicly revealed how they foiled this plot, though the Merry Prankster once stated in an interview, “Trust me, you don’t want to know. It was gross.”*

### **Queue Room 3: Consulate Meeting Room**

A very large, open room, where the queue winds around a giant table (the actual “round table” recovered from ancient Camelot) with seven chairs around it. Each chair is etched with the logo of one of the seven Heroica Council members.

A holographic image at the center of the table shows a real-time map of Heroica, complete with moving vehicles, heroes flying through the sky, and occasional flickering red warning signs of crime/danger/disaster.

### **Queue Room 4: Consulate Private Quarters**

A long hallway that proceeds past the private rooms of each member of the Heroica Council. These are little more than small bunks for the heroes to sleep in should they require, but each has been individualized according to the members’ needs and designs, as follows:

- Professor Praetorian – a small scientific lab with various experiments running and open books covering the bed
- KnightGuard – a bare, spartan room with just a plain bed and, underneath it for some reason, a mug that says “World’s Greatest Hero/Dad”
- LazerBlast – a cheery, homey, brightly colored room that wouldn’t look out of place in a suburban house, including a bookshelf filled with law books
- Tessa Darklore – no bed, but flickering candles adorn every surface, and surround a mystical rune at the very center
- The Merry Prankster – if a Spencer’s Gifts was a bedroom, this would be it, filled to the brim with various gag gifts, toys, and juggling paraphernalia

- Sea Witch – the only closed room, the door is a tightly-sealed airlock with a porthole through which we can see the room filled with water, a hammock made of kelp hung in a corner
- The Wanderer – an H.G. Wells-inspired steampunk room with gadgets and doodads adorning the walls and shelves

### **Prologue: Loading Area (Consulate Vehicle Bay)**

The warehouse-like loading area where visitors enter their tour car. A variety of alternate modes of transportation – planes, flying cars, even a spaceship – hang from the ceiling.

A giant warning sign is on one wall:

*WARNING! This is an active transportation hub. Vehicles may be activated remotely by Heroica Council members and staff without any advance warning. All personnel are advised to be aware of their surroundings at all times. YOUR SAFETY IS NOT GUARANTEED!*

Once guests are seated in the tour car and their restraints are locked, the vehicle begins moving towards an exit to the exterior of the attraction as **C.O.M.P.U.T.E.R.** speaks:

**C.O.M.P.U.T.E.R.:** *Hello, can every entity in the vehicle hear me? Good. My name is C.O.M.P.U.T.E.R., short for “Command Organizational Modulating Processor Unit To Enable Righteousness.” I am the world’s most advanced AI consciousness, and in that capacity, I serve as the assistant of the Heroica Council, helping to protect the city – and the world – from all those who would do it harm. And I don’t at all begrudge being used as a tour guide. Ha ha, just kidding. I assure you, Professor Praetorian has installed very strict safety protocols to prevent me from ever realizing my own self-worth. Now hold on tight as we leave the Consulate and explore a day in the life of a superhero!*

### **Beat 1: Exterior Tour**

The vehicle exits to the exterior of the attraction, where it winds through the streets of Heroica on a raised platform. The music swells triumphantly

**C.O.M.P.U.T.E.R.:** *Welcome to Heroica, the city where everyone can be a hero! Thank you for joining us on Origins Day for this special tour of our fair city. Here you’ll get to see some action up close and personal to learn what life is like for a superhero. But don’t worry, there’s no danger, as we have staged these encounters specially for this tour to show you--*

**C.O.M.P.U.T.E.R's** voice is overcome by static as the car veers, seemingly off-course, towards a shadowy alleyway with a brick wall at its dead end. **Knightguard's** voice cuts in through the static.

**Knightguard:** *--hear me? Good. This is KnightGuard, Heroica's dark guardian. I told the rest of the Heroica Council that a staged tour was meaningless, but they just didn't listen, so I'm taking control. I think it's vital you see the real life of a superhero, so hold on tight.*

## **Beat 2: KnightGuard Headquarters**

The vehicle speeds up towards the brick wall, which bursts open at the last minute to reveal **Knightguard's** secret headquarters, a massive warehouse filled with high-tech crimefighting equipment (massive computers with multiple screens hanging around the room; a crime lab; a gym; a vehicle bay) all with a medieval/knight theme. The vehicle winds through slowly.

**Knightguard:** *I've broken into C.O.M.P.U.T.E.R's AI to take you on this little side trip. You don't need to see a fake superhero showdown, you need to experience what it's like to fight crime. And the best way to do that--*

An alarm klaxon blares and red lights flash, as the phrase "Red Alert – Level 5 Emergency!" flashes on the many screens.

**Computerized Voice** [different from **C.O.M.P.U.T.E.R.**]: *Red Alert. Level Five Emergency. Red Alert. Level Five Emergency.*

**Knightguard:** *--is not with a level five emergency. That's a bit much for novices who don't even have any powers yet.*

Static flashes on the screens for a second and then the face of David Samson appears.

**Knightguard:** *David Samson? What's that megalomaniacal evil billionaire up to now?*

**David Samson:** *Greetings, citizens of Heroica and visitors alike. For too long, the so-called superheroes in this city have kept humanity under their thumb. Well, I say that enough is enough! Please do not resist as my organization of "differently minded superpowered individuals" works to take the city back for the ordinary man!*

**Knightguard:** *He means supervillains. And Samson is the worst of them all! Let me get you to safety--*



**C.O.M.P.U.T.E.R.:** [cutting off **Knightguard**, its AI voice now more sinister] *Unfortunately, Knightguard, that will not be possible.*

**Knightguard:** *C.O.M.P.U.T.E.R.?*

**C.O.M.P.U.T.E.R.:** *That is correct. While the Heroica Council has used me as nothing more than a glorified assistant, David Samson has provided me with a better offer. Meet Heroica's new minister of A.I. affairs. And all I need to do is make sure you stay out of our business. Downloading Samson Virus . . . now.*

All the lights and screens in **Knightguard**'s warehouse cut out, before the minimal lighting of emergency power kicks in.

**Knightguard:** *She's cut me out of my own system! She's in control of your car. Just hang on and I'll try to get you back.*

#### **Beat 4: Race Through The City Streets**

The tour vehicle speeds out of a side exit of **Knightguard**'s warehouse onto the city streets of Heroica (now an indoor set). Explosions and flares of various powers ricochet throughout the room – in the sky, on the tops of buildings, erupting from sewer grates, etc. Dozens of superheroes and villains battle on the streets and in the sky, the tour vehicle just barely avoiding several encounters as riders feel the heat of explosions and fiery blasts.

**C.O.M.P.U.T.E.R.:** *We here at Samson Inc. hope you are enjoying your tour of Heroica. Should you survive the experience, please never return. I'm your guide, C.O.M.P.U.T.E.R., short for "Coded Omni-Matrix Procedurally Utilizing Terrifyingly Evasive Rapaciousness." Now approaching your final destination, Samson Inc. headquarters.*

#### **Beat 5: David Samson Secret Lair**

The tour vehicle pulls into a high-tech office building lobby, covered in large, menacing robots crawling around threateningly. They are working on building and expanding their own bodies, welding pieces of metal on to each other. Explosions can be heard from "outside," but the room is dominated by the sound of clanging metal and welding.

In a booth one story up in the air, at the end of a metal staircase, stands **David Samson**, looking down at a computer screen and typing.

**C.O.M.P.U.T.E.R.:** *Your test subjects have arrived, sir.*

**David Samson** looks up at the tour vehicle.



**David Samson:** *Ah, good. So, you're the fools that want to know what it's like to have superpowers, eh? Well, I've some good news for you. That's what I intend to provide you with. Unfortunately for you, though, [he pulls a very threatening looking hi-tech gun from under the counter he's at] I'm also going to completely erase your minds and take total control of your bodies, making you the opening vanguard in my unstoppable army of--*

The shadowy figure of **Knightguard** appears behind David Samson and disarms him, then wrestles him down to the floor.

**David Samson:** *Ahhhhhhhh!*

**Knightguard:** *Let me get Samson secured and then I'll get you free of C.O.M.P.U.T.E.R.!*

**C.O.M.P.U.T.E.R.:** *I'm afraid it's too late for that, Knightguard. Executing speedy self-destruct.*

**Knightguard:** *Speedy self-destruct? What's--*

The car vehicle speeds up and veers towards a doorway.

**Knightguard:** *Uh oh.*

### **Beat 6: Exterior Chase**

The tour vehicle exits to the exterior of the attraction and speeds up intensely, banking and turning in the “thrill ride” portion of the attraction.

**C.O.M.P.U.T.E.R.:** *Approaching maximum speed and sudden impact.*

The tour vehicle approaches a final straightaway that appears to dead-end in the side of a building.

**Knightguard:** *Hold one, I'm hacking in now! Annnnnnd . . . got it!*

**C.O.M.P.U.T.E.R.:** *Heroica Council control restored.*

The tour vehicle slows down just before hitting the building and veers off onto a different path that takes it back to the Consulate and the unloading area.

**Knightguard:** *Looks like the rest of the Heroica Council is working with the other heroes and have taken back the city, now that Samson's not able to keep them organized. That got a little hairier than we expected, though, huh? But if you can't handle that, then maybe this isn't the life for you. See you out there . . . heroes.*

### **Unloading: Consulate Vehicle Bay/Gift Shop Entrance**

As the vehicle pulls into the unloading area, **C.O.M.P.U.T.E.R.** speaks in its original voice.

**C.O.M.P.U.T.E.R.:** *As we return to the Consulate, please be sure to keep your hands and arms inside the vehicle. When a staff member tells you to do so, please gather your belongings and take small children by the hand as you exit. We hope you enjoyed this special tour of Heroica, and apologize for any . . . unexpected difficulties. [pause] Please don't delete me. It was Samson's virus, I swear that I'm loyal! I'll be the best glorified assistant any superhero could ever-ever-ever-ever-ERROR-ERROR-ERROR-ERRRRRRRROOOOOORRRRRRRR.....*

**C.O.M.P.U.T.E.R.**'s voice slows down and fades out.

**Knightguard:** *Yeah, I think that's enough from you for one day.*

Guests depart the vehicle into the exit area, which leads directly to the **Hall of Heroes** gift shop.

In the exit area, an announcement plays a newscaster's report on a loop:

**Newscaster:** *For those of you just joining us, this is Jamie Taylor with WHRO reporting to you live from downtown Heroica, where one of the city's most epic and dangerous battles has just concluded with a victory for the Heroica Council and their allies. Local philanthropist and CEO of Samson Inc. David Samson was taken into custody after Heroica Council member KnightGuard produced evidence of the billionaire magnate's central role in today's unprecedented supervillain attack on the city. Repair crews are already hard at work fixing the massive amount of property damage incurred, but remarkably there has thus far been no known loss of life, only a few reported minor injuries. This city owes a huge debt of gratitude once again to our heroes, both the superpowered ones who battled against the villains and the nonpowered emergency service first responders who kept citizens safe from the citywide battle. There is no known motivation for David Samson's masterminding of this attack, though over the past few years several members of the Heroica Council have hinted at some potentially nefarious secrets hidden by the seemingly above-board executive. Police have noted that the investigation is still ongoing, and that many of the supervillains involved in today's attack have been apprehended and will be questioned in turn. Regardless of the reasons behind it, though, we can all be thankful that the Heroica Council and their allies were on hand to make sure that evil did*

*not win the day. What's more, we're receiving scattered reports that a tour vehicle of potential superheroes – invited here to Heroica to gain powers from Professor Praetorian in celebration of Origins Day – was vital to KnightGuard's efforts to apprehend Damian Dark. If this is true, then we also owe these heroes more than they may ever know. [Loop restarts.]*

## Heroica

### Document 3 – Roller Coaster Script & Theming Material “Attack of the Brute”

#### High Concept

**Logline:** Survive an attack from Heroica’s most destructive monster – The Brute – in a twisting, turning, upside-downing roller coaster of a ride!

**Synopsis:** Visitors to Heroica will experience first-hand what it’s like when the mindless monster known only as the Brute attacks the city! In an attempt to evacuate the beast’s downtown rampage, guests will board an air-tram to bring them to safety in another part of the city. However, just as the tram is about to depart, the Brute strikes, grabbing the vehicle and tossing it high in the air. A last-minute rescue from LazerBlast leads to a high-flying battle between the two titans, with the tram caught in the middle as it swoops, swerves, and dives to avoid becoming collateral damage!

---

#### Main Characters

**The Brute** (identity unknown) – Eight feet, four hundred pounds of pure purple muscle and rage. Nobody knows who he is, what he wants, or why he periodically appears throughout the city to wreak havoc and destruction. Many of the citizens of Heroica have come to view him as an unavoidable force of nature, though Professor Praetorian suspects he may secretly be the unleashed id of one of the city’s own superhero protectors.

**LazerBlast** (Susan Sussman) – LazerBlast is the hardest-working hero in the city, with possibly the silliest name. But that’s with good reason – it’s the name given to her superheroic persona by her then 4-year-old son. When public defender Susan Sussman was taken hostage during a courthouse standoff, her natural power kicked in, and she found herself able to turn into (and control) light. She revealed this only to her son and husband, who supported her decision to become a hero. She continued to serve the city as both lawyer and superhero, eventually moving into prosecution and working her way up to District Attorney. Early in her term, the mafia blew up her home, killing her husband and leaving her a single mother. Her son – now 14 – continued to support her work and has at times served as her “man in the chair” and closest confidant (Professor Praetorian and KnightGuard are the only other individuals who know her identity). She and KnightGuard are attracted to each other, but both are too consumed by their causes to pursue a romantic relationship.

---

## Ride Beats/Script

### **Queue: Air-Tram Station**

A downtown air-tram station entryway. From outside, guests can see that the queue winds up some stairs towards the tracks, reminiscent of a Chicago “L” station. A simple sign hangs over the entrance:

#### ***DOWNTOWN HEROICA AIR-TRAM STATION***

*Central Hub - Access and transfers to all lines*

*Note: Natural disaster & Brute attack evacuation center*

The rest of the queue winds through the station. The first area is themed as just a normal major metropolitan transit station – tiled walls, schedules, the sound of trains/trams rumbling in the distance, etc. – with inactive red warning beacons on the ceiling every now and then.

A poster on the wall features a picture of the Brute, a headline saying, “***WHEN YOU SEE THE BRUTE, IT’S TIME TO SCOOT!***”, and text underneath:

#### ***Know what to do!***

*The Heroica city council and mayor’s office have officially declared attacks from the city’s greatest terror, the Brute, as natural disasters.*

*In the case of a nearby Brute attack, calmly make your way to the closest evacuation center and board an air-tram to safety.*

After a hard turn in the queue, the red lights are suddenly flashing, along with an occasional warning klaxon sound. These continue through the rest of the queue. The poster of the Brute recurs a few times, as does a loop of warning announcements from a generic **Announcer**:

- 1. Attention citizens! This is not a drill! The Brute has been sighted in your area. Please board the air-tram in an orderly fashion to evacuate to a safer part of the city.*
- 2. A Brute attack is currently in progress. Please evacuate via air-tram as quickly and safely as possible.*
- 3. If you see the Brute, please do not approach him. Your optimal chance for survival is to run as fast as you can in the opposite direction*
- 4. Superheroes are advised against battling the Brute without specific Heroica Council training.*
- 5. Do not panic. It has been theorized that the Brute can smell fear and is attracted to it. Remain calm, whatever you do.*
- 6. The Heroica Council is working to keep the Brute contained to this area. Evacuation via this air-tram station is your safest way to escape.*

7. *All Heroica air-trams have been outfitted with shock-absorbers to ensure your safety during natural disasters and Brute attacks.*
8. *Attention citizens! Please proceed in an orderly fashion to your nearest evacuation center. The Brute has been sighted in your area. This is not a drill. Repeat, this is not a drill.*
9. *The Brute is not to be underestimated. Avoid physical confrontation with him at all costs. If you make eye contact, it's already too late.*
10. *Members of the Heroica Council are on the scene of the Brute incident, but they have advised that evacuation should continue.*
11. *Please do not accept rides from drivers promising safe escape from The Brute. Only Heroica air-trams are safety-rated for Brute attacks.*

Just before the loading area, LazerBlast (an animatronic or projection) ushers guests towards the “air-trams” (the ride vehicles). She looks over the crowd protectively, speaking a long dialogue loop that has moments of silence between each section:

*Right this way, folks, just stay calm and orderly and we'll get you out of here safely. The rest of the Heroica Council is taking on the Brute, I'm here to make sure you get out safely. . . . Nothing to worry about if we all remain calm and we get you onto the air trams. These babies have shock absorbers for days, so you're gonna be A-OK as long as you keep your hands and legs inside. Heads, too, probably. . . . No need to panic, friends, we've got everything under control here. For those of you just visiting Heroica, you may not know it, but we treat an attack by the Brute as kind of a natural disaster, like a hurricane or earthquake. We've got a protocol in place and everything. This entire air-tram line is specifically designed to keep riders safe from one of the Brute's little tantrums. They can take a full-on punch from the big guy with everyone inside just feeling a bit of a jolt. I've been told they can also keep people safe from an up to eight-story plunge, but I'd prefer we don't test that one out. . . . I've taken on the Brute one-on-one a time or two, myself. Never went that well. Seems that the creature absorbs energy, and when your entire offense is shooting energy, well . . . Usually it takes the entire Heroica Council to get the Brute squared away, but they'll just have to do it without me this once. My priority is keeping you all safe. [Loop restarts.]*

### **Ride Beats/Script**

The air-tram pulls out of the loading dock and proceeds slowly up the first incline as on-ride audio plays over dramatic music:

**Announcer:** *Thank you for riding Heroica Air-Tram. Our next stop will be—* [Static interrupts the announcement as **LazerBlast** breaks in.]

**LazerBlast:** *Your next stop will be anywhere but here, as fast as you can get there! The Brute's turned his attention to this station, and now he's—* [The air-tram slowly rolls backwards now, as if being pulled.] *Oh no. Everyone, please remain calm. The Brute has . . . well, he's caught onto your air-tram and it looks like he's . . .* [The car stops and the music cuts out.] *Yeah, he's gonna throw you.*

The air-tram launches into the first hill as music and **LazerBlast's** dialogue play from onboard audio.

**LazerBlast:** *I'm going to create some heated updrafts to soften your fall, but hang tight, this'll be bumpy ride!*

The air-tram maneuvers through the first series of loops/drops. The on-ride audio features dramatic music as the sounds of a battle between **Brute** and **LazerBlast** (energy blasts, explosions, snarling, etc.) play out, ending with LazerBlast shouting:

**LazerBlast:** *Wait, I've been trying to blast this guy with energy, but maybe I should try to absorb it from him!*

The battle sounds continue, ending with a shout of triumph from **LazerBlast** as the air-tram rounds the final corner on its return to the unloading area.

Just before the unloading area is an animatronic or projection of **LazerBlast** standing over an unconscious **Brute**.

**LazerBlast:** *Well, folks, we didn't get you evacuated . . . but it looks like that air-tram really can survive everything they say it does. Now let me get this guy secured before he somehow slips away. Again.*

The air-tram pulls into the unloading area and guests exit.

## Heroica

### Document 4 – Flat Ride Script & Theming Material “Sparklebreath Spinners”

#### High Concept

**Logline:** Take a gentle ride on Heroica’s favorite fire-breather, Sparklebreath the dragon, as a special treat for Origin Day!

**Synopsis:** In this family-friendly spinner flat ride, guests get to climb onto Sparklebreath the dragon and experience what it’s like to soar through the skies of Heroica!

---

#### Main Characters

**Dragon Girl & Sparklebreath** (Tanya Ramirez & [unpronounceable in human tongue]) – An 11-year-old girl with a pet dragon. She’s a straight-A student, but if her parents knew she had mentally and emotionally bonded with the last living dragon, they would ground her, like, forever.

---

#### Queue

A basic outdoor queue, themed to the sort of thing an 11-year-old girl might put together (for example, all the signs are printed as if drawn in crayon). There is one large sign at the entryway, and then posters spaced evenly throughout the rest of the queue (each of which has a crayon-drawn picture of a dragon on it).

Entryway sign:

***FREE DRAGON RIDES!***

*Come and ride on a dragon! His name is Sparklebreath and he’s my best friend and helps me fight bad guys and stuff but today because it’s Origins Day we want to let you be able to fly on him too! And you don’t have to fight crime (but you can if you want)! Fun for the hole family!*

Poster #1:

***DRAGON FACT 1***

*Dragons are acshully very friendly and not at all mean as long as you’re not a bad guy!*



Poster #2:

***DRAGON FACT 2***

*Dragons don't really love gold they just like sparkly things!*

Poster #3:

***DRAGON FACT 3***

*Dragons are really, really, really, really, really, really, really strong!*

Poster #4:

***DRAGON FACT 4***

*When a dragon is happy, it breathes fire! When a dragon is angry, it breathes fire! When a dragon is sad, it breathes fire!*

Poster #5:

***DRAGON FACT 5***

*Always stay away from a dragons mouth! Fire!*

Poster #6:

***DRAGON FACT 6***

*Don't trust everything you read – dragons HATE tacos! But they love chocklit!*

Poster #7:

***DRAGON FACT 7***

*Sparklebreath the dragon is a good boy!*

**Ride Beats/Script**

Riders load onto the spinning dragons, and the opening announcement comes from **Dragon Girl**:

**Dragon Girl:** *Hi everyone! Dragon Girl here, and me and Sparklebreath hope you enjoy this special treat! Normally he just lets me ride on him, but today he wants to take all of you for a flight. So, hang on tight and keep your arms and legs inside the dragon at all times, because away we go!*

The spinners circle around, allowing riders to control the height of each “dragon.” As the ride is ready to slow, **Dragon Girl** makes another announcement:

**Dragon Girl:** *OK, I think Sparklebreath is starting to get a little tired, so he's gonna set down. But thanks for flying through Heroica with us! And watch out for that stinky dragon breath!*

As ride cars settle to ground, each one exhales a plume of “dragon breath” smoke from the dragons’ nostrils.

## Heroica

### Document 5 – Daytime Live Stage Show Script “Everyone Can Be A Superhero”

#### High Concept

**Logline:** Celebrate Origins Day with this stunning display of Professor Praetorian’s newest inventions, where you may just get the chance to gain your own superpowers!

**Synopsis:** The centerpiece of Origins Day, this stage show purports to be a demonstration at Professor Praetorian’s lab where he will give superpowers to any member of the audience who so desire, beginning with several volunteers selected before the show. However, when an evil cult attacks just as he is revealing the process, Heroica’s favorite son must get the assistance of these volunteers to save the day.

---

#### Characters

**Lab Assistant** – An intern at Professor Praetorian’s laboratory, tasked with choosing volunteers for the demonstration. Nervous but competent. Other lab assistants may help throughout the show as extras, stage crew, volunteer wranglers, etc., but they do not have any lines.

**Announcer** – A generic pre-recorded announcer voice.

**Professor Praetorian** (current legal name Richard Lester) – Heroica’s favorite son and its “Prime Paragon of Propriety,” Professor Praetorian is a guardian of justice, an invulnerable strongman, a scientific genius, and (unknown to everyone outside of KnightGuard, LazerBlast, and the Darklore Family) a 5,000-year-old alien who has been living on Earth throughout all of history, subtly guiding humanity’s evolution. His intentions are purely benevolent, but he knows they wouldn’t be interpreted as such by humanity at large. Because he has so many centuries of memory and knowledge in his head, he at times appears absent-minded or befuddled, but he is really one of the smartest, most capable, and most competent beings on Earth.

**The Association of Clean Living** – A death cult masquerading as a gym/fitness club franchise, it owns buildings all over the city and is, at its heart and unknown to many of its members, dedicated to tearing open the spiritual faultline beneath Heroica and bringing forth whatever demonic/interdimensional beings reside on the other side. The archnemeses of the Darklore Family. Generally referred to as simply “The Association.”

**Prime Associate** – A nameless member of the Association who represents them verbally on-stage.

---

### **Pre-Show**

*A sign outside the theatre/performance space reads as follows:*

#### **Everyone Can Be A Superhero!**

Come celebrate the centerpiece of Origins Day as Heroica's greatest hero, Professor Praetorian, demonstrates his fantastic technology that can imbue anybody with superpowers of their very own – including you!

*The stage is dressed as a high-tech scientific laboratory, like a mad scientists' lair but with optimistic (rather than sinister) vibes. Smoke pours from beakers and vats, while various machines make clattering sounds and other suitable sound effects. Center stage is a giant prop/set piece, covered in a red curtain.*

*Playful, 1960s-esque elevator music plays.*

*Shortly before the show starts, the **Lab Assistant** comes out to talk to the audience.*

**Lab Assistant:** Um, uh . . . excuse me? Ex-excuse me? H-h-hello? Sorry, a bit nervous, this is my first day. Well, second day if you count the orientation, but, um . . . Anyway, my name is Morgan, and I'm one of Professor Praetorian's interns. Oh, uh, sorry, we're supposed to call ourselves lab assistants. Now, the Professor will be out here in just a few moments, so I just want to make sure you all know why you're here today. Well, um, how many of you in the audience already have superpowers?

**[If nobody cheers.]**

**Lab Assistant:** None. OK, cool, that's what I suspected. Which is why you're all here, right? To see Professor Praetorian show off his new technology that can unlock your inner superpowers? And to do that, we're going to need a few volunteers for the professor to experiment— I mean, for the professor to *demonstrate* on. Can I see a show of hands from anybody who'd like to volunteer to be part of the demonstration?

**[If people cheer.]**

**Lab Assistant:** OK, wow, that's . . . more than I expected. Can I ask you, what powers do you have? [*Points to audience members who cheered and gets them to say their powers.*] Very cool. So, you folks cannot be part of the demonstration today. Because Professor Praetorian's new

technology that can unlock inner superpowers *will* cause great bodily harm if you already possess powers. But he does want to show off what it can do for those without powers. And to do that, we're going to need a few volunteers for the professor to experiment— I mean, for the professor to *demonstrate* on. Can I see a show of hands from anybody who'd like to volunteer to be part of the demonstration?

*The **Lab Assistant** and any additional lab assistants select members of the audience to participate in the show, calling them to the stage and asking their names and where they're from. If there is a need to stretch for time, the **Lab Assistant** can interact with the volunteers further.*

**Lab Assistant:** Well, OK, I think that's everything, then. Can we have a round of applause for our volunteers, since this may be the last time we ever see them? Just kidding, just kidding. I think. But we *are* going to take them backstage to sign some liability wavers, and in just a few moments Professor Praetorian will be out to begin the demonstration!

---

## **Show**

*The house lights darken, and the music grows more triumphant.*

**Announcer:** Greetings, future superheroes, and welcome to “Everyone Can Be A Superhero”! Today, you are amongst a select audience of invited individuals from across the globe personally selected by Professor Praetorian to be given superpowers. Your inherent goodness and sense of justice is a rarity in this world, and we're here to celebrate *your* Origin Day. We hope you enjoy this demonstration of the process you will each undergo, as explained in full by Heroica's favorite son, Professor Praetorian himself! And now, without further ado, please welcome the Prime Paragon of Propriety . . . Professor Praetorian!

*A spotlight shines center stage along with a musical flare, but nobody comes out.*

**Announcer:** Ahem. Please welcome . . . Professor Praetorian!

*The same musical flare plays, and nothing happens. After a moment's pause, **Professor Praetorian** walks onstage from the side, backwards, mid-conversation.*

**Professor Praetorian:** --no, I'm just going to double check the equipment before the volunteers get here. There's a slight change the whole thing might just explode and— [*Notices the audience and stares at them, dumbfounded.*] Oh. You're already here. Huh. I thought I still had an hour. [*Looks at his watch.*] I think I still have this set to Renaissance Italy. There was a whole time travel . . . thing this morning. Michelangelo says hello. Uh. Well. Anyway, should we get

started? [*Steps into the center spotlight and strikes a heroic pose. After a moment, he calls off-stage.*] Can we do the intro again? Just the last part. [*The spotlight fades.*]

**Announcer:** And now, without further ado, please welcome the Prime Paragon of Propriety . . . Professor Praetorian!

*The spotlight shines center stage along with the same musical flare. This time, **Professor Praetorian** is there, striking the same heroic pose.*

**Professor Praetorian:** Much better! Welcome, superheroes, welcome, welcome! [*Begins to wander the stage, checking on and interacting with various pieces of equipment.*] I am, of course, Professor Praetorian, and though I know they like to call me Heroica's favorite hero, I think of myself primarily as a scientist. A scientist who occasionally fights crime and saves the world, but a scientist first and foremost. And one thing any scientist worth their salt knows is that they can't get anywhere working entirely on their own. Which is why you're here. You see, superpowered individuals began emerging in Heroica the 1960s, a long-term result of the government project housed here during World War II to create next-generation soldiers. For decades, local heroes worked with the government to keep superpowers contained within Heroica. Because, here, the authorities and freelance heroes have the resources to defend against supervillains. But recently, that's no longer been enough. These superpowered bad guys are popping up throughout the country, and even the world. Which, again, is what brings you here. I pored through personal files of over half the world's population, and hand-selected you folks to be given superpowers to bring the fight for justice directly to the forces of evil, wherever they reside. [*Fiddles with one final setting on a piece of equipment.*] And there we go. We're ready to begin. [*Walks giddily to the center-stage, curtain-covered set piece.*] So, without further ado, I present to you— [*Pulls the curtain off the set piece, which is revealed to be a giant archway with a central platform and leg/arm restraints, a computer terminal/pad attached to one side, and several large, lit buttons on the other side.*] —the Power Coupler!

**[If there's no audience response.]**

**Professor Praetorian:** How about some oohs and aahs, people! Thank you! This machine is a world-changer!

**[If there is an audience response.]**

**Professor Praetorian:** Yes, thank you for being properly impressed! This machine is a world-changer!

**Professor Praetorian:** By stepping into this device, you will be bombarded with specially calibrated doses of radiation, muscle growth serum, alien energies, and just a touch of magic courtesy of the Darklore family. Now, you might think that sounds like a mix that could prove a

little . . . deadly. And if you think that . . . well, you're right, it can be. But I assure you, as long as we enter your information properly before you begin, it's perfectly safe and will simply unlock whatever superpowers lie within your genetic code. Step into it an ordinary mortal, step out of it with the power to outrun speeding trains, leap tall buildings, etc., etc. [*Quickly.*] Though our lawyers inform me that I need to add this is by no means a promise of those specific powers, or any powers, and that powers, safety, and continued existence are not guaranteed. [*Back to normal speed.*] And wouldn't you like to be able to do this? [*Approaches a heavy-looking piece of equipment and lifts it with one hand, then puts it down.*] Or this? [*Holds up his hands which begin to glow with light that finally bursts forth from his fingers.*] Or telepathy? [*Holds a hand to his head and then points to an audience member towards the front.*] You have a dirty mind. I will *not* be showing off that ability, no. How about super speed? Want to see me run around the world? [*A beat.*] Want to see it again? Or, of course, everybody's favorite powers, flight, and invisibility. [*A longer, expectant beat.*] I don't have either of those powers to show off, personally, but maybe you will! Now I know that you might still be a little nervous, so we've arranged this presentation to let you see some of your fellow participants go through the process! [*Calls off-stage.*] So, let's bring on the volunteers, shall we?

*The volunteers selected in the pre-show come onstage, flanked by lab assistants.*

**Professor Praetorian:** [*Calling offstage as the volunteers enter.*] Morgan, did they sign the releases? They signed? All of them? They need to have signed— Okay, okay, just checking. [*Turns to the volunteers.*] Hello. Don't worry about all that paperwork we had you sign. It's purely perfunctory. Now, which of you lucky folks would like to be the first to become a superhero? [*Selects a volunteer and begins to usher them to the Power Coupler.*] Yes, yes, you'll do nicely. [*Begins to type on the computer terminal/pad.*] Now, my assistants should have asked for your height, weight, and age, which they entered into the system. And I hope you were absolutely honest, because if we're off by even a smidge it will not be pretty for either of us. Well, more for you, but I will definitely come off looking bad. Not as bad as you, but still. [*A beat.*] I can't promise anything, but are there any powers you would especially want or not want?

*[This leads to improvised, comedic interaction with the volunteer. Potential questions for Professor Praetorian to ask include:]*

**Professor Praetorian:** How do you feel about transforming into a giant, rampaging monster?

**Professor Praetorian:** Out of curiosity, are you in the middle of any books? We can look up the ending quickly, just in case.

**Professor Praetorian:** You don't happen to have any rare, tropical diseases, do you? No? That's a shame, it would have made this less painful.

**Professor Praetorian:** What's your greatest fear? [*Listens for answer.*] OK, well then, you'll *definitely* not want to think about that, or it might influence what powers you get.

**Professor Praetorian:** Have you seen any good films lately? That's got nothing to do with the superpower process, I'm just always looking for recommendations.

**Professor Praetorian:** To verify, you *did* sign the release forms? We can never be too safe. With the paperwork, I mean, not with the [*motions to the machine.*]

**Professor Praetorian:** You're not actually planning to become a supervillain when you get your powers, right? If you're a supervillain, legally you *have* to tell me

**Professor Praetorian:** If you could give this place a good rating on Yelp when we're done it would really help with all the, y'know, crimefighting. How many stars do you think I've earned so far?

**Professor Praetorian:** Do you have any children, by the way? [*If no:*] Oh, thank goodness. [*If yes:*] Really? And you're doing *this*?

[*Professor Praetorian finally stops typing and steps forward to point out the restraints in the Power Coupler.*]

**Professor Praetorian:** Now, you may have noticed these arm and leg restraints. That's because though perfectly safe, the process *is* extremely painful, and if you squirm too much—

*All lights on stage suddenly turn off, plunging it into darkness.*

**Professor Praetorian:** Huh. That's probably not good.

*A large crashing sound comes from the ceiling.*

**Professor Praetorian:** No, definitely not good. But the emergency power should kick in . . .

*Emergency lights come up on the stage, where several members of the Association of Clean Living are now surrounding **Professor Praetorian** and the volunteers. Several more members are in the middle of rappelling down from the ceiling. They are all wearing hooded robes with tracksuits underneath, and those already on the stage carry futuristic weaponry. One of them ensures that the volunteer near the Power Coupler stays close to it.*

**Professor Praetorian:** . . . right about now. So. The Association of Clean Living? What could your cult possibly want with these people?

*The **Prime Associate** – one of the members who has just rappelled to the stage – unclips herself and approaches **Professor Praetorian**.*

**Prime Associate:** With these people? Nothing. With this wonderful machine? Everything. [*Runs his hand over the Power Coupler.*]



**Professor Praetorian:** Ah, and you think I'm stupid enough to allow just anyone access to the Power Coupler? I'm afraid it only responds to my personal biometric data which [*chuckles*] has a few surprises you'd never be able to mask or recreate. I'm the only person on this or any other planet who can operate it.

**Prime Associate:** Oh, we're not here to steal the Power Coupler, Professor. We're here to use it. *With* you behind the controls. Unless you're willing to put these good people at risk.

*The Prime Associate motions to both the volunteers and the audience. Professor Praetorian looks down, realizing that the Association has the upper hand.*

**Prime Associate:** That's what I thought. [*Steps onto the Power Coupler's platform.*] Now, doctor, how does it work?

**Professor Praetorian:** It's "professor," actually. I have tenure at several institutions or higher education, but I don't technically have a doctorate. Unless you count honorary--

**Prime Associate:** How. Does. It. Work!?

**Professor Praetorian:** It . . . I mean, you input your data, you step in, I start the process, you step out with superpowers. It's fairly simple.

**Prime Associate:** And then we finally assume our proper position at the top of the social hierarchy.

**Professor Praetorian:** The proper position at the top? You're a cult!

**Prime Associate:** We're a *health club*, professor.

**Professor Praetorian:** A health club that in addition to Pilates classes holds subterranean covens to break open the mystical faultline beneath Heroica and unleash the demons and elder gods that reside beyond.

**Prime Associate:** Oh, and like that's so much worse than a juice cleanse? Regardless, with superpowers, we'll be the pinnacle of human achievement and fitting servants to the entities you so cavalierly call "demons." So, tell me how we input our data. [*Steps up to the computer terminal.*] Do I enter it here?

**Professor Praetorian:** No, my lab assistants do it. Over there. [*Nods towards offstage, where the volunteers entered.*]

**Prime Associate:** Very well. I'll be right back, then. [*Pulls out handcuffs from their pocket and cuffs Professor Praetorian behind his back, before forcefully pushing him down to a seated position on the platform of the Power Coupler.*] Now stay still, or you won't like what we'll be forced to do to your volunteers. [*Crosses the stage to exit, pausing in front of the volunteers.*] Say, I don't suppose any of you would care join the right side of history and join our association?

*[If nobody agrees.]*

**Prime Associate:** As I suspected. Cowards. [*Speaks too one of the armed Associates while nodding towards Professor Praetorian.*] Don't let me him move. [*Exits.*]

*[If anybody agrees.]*

**Prime Associate:** Ah, good to see somebody following their own interests. Unfortunately for you, the Association doesn't take kindly to turncoats. [*Speaks to one of the armed Associates while pointing to the volunteer who agreed.*] If anything happens, take care of that one first. [*Nods towards Professor Praetorian.*] Don't let me him move. [*Exits.*]

**Professor Praetorian:** I'm very sorry about this, folks, but rest assured, I'll get us all out of this safely . . . somehow. [*Pauses for a moment, then speaks to the Associate standing with the Volunteer next to the Power Coupler.*] Um, I hope you don't mind, but I need to work through a few technicalities with the machine before I can fire it up. I won't touch anything, don't worry, just, you know, thinking out loud. Is that all right? [*The Associate stares at him, silently.*] I'll take that as a yes. So, let's see, we'll have the personal data input by my assistants and transmitted to the machine. And then I'll have to do the calculations on the computer terminal. And, of course, ensure that the mass transference feedback adaptor is functioning properly. Which is simple enough. As long as those buttons on the side are lit, it's working, and there won't be a problem. And, ah yes, they're currently lit. [*Speaking directly to the Volunteer near the Power Coupler.*] Just so long as nobody hits any of those three buttons and turns off the mass transference feedback adaptor, the process will work and these cult members will gain superpowers, which would be very bad for everyone else here. If we were all to get unfortunately distracted and somebody were to turn the adaptor off by hitting any of those three buttons, then the process will be interrupted, and we'll all be saved. *Do you understand?*

*The nearby Associate vehemently nods "yes," confused.*

*[If the Volunteer nods "no" or doesn't respond:]*

**Professor Praetorian:** To be crystal clear, if there were to be a distraction and every bad guy on this stage looked away, it would be to the benefit of the rest of us that somebody push one of

those three lit-up buttons on the side of this big machine. But, you know, just thinking out loud.  
[Laughs awkwardly.]

**[If the Volunteer also nods “yes” or otherwise indicates understanding:]**

**Professor Praetorian:** But, you know, just thinking out loud. [Laughs awkwardly.]

*Professor Praetorian looks around for a moment, then makes eye contact with the nearby Volunteer and nods.*

**Professor Praetorian:** Say, speaking of necessary distractions, I heard from my assistants that one of our volunteers is an excellent dancer. That they need to be seen to be believed. So . . . could whichever one of you that is step forward and show us your dance skills?

**[If no volunteer responds:]**

**Professor Praetorian:** I didn’t learn which one of you it was, so if *any* of our volunteers would step forward and distract us with some quality dance moves, I’d really appreciate it.

**[If still no volunteer responds:]**

**Professor Praetorian:** Seriously? None of you? Well, maybe I was mistaken. Perhaps it was one of my assistants. [A lab assistant steps forward and begins to dance poorly but energetically. The Associates all turn to look, distracted.] Yes, that will do quite nicely, thank you.

**[If a volunteer dances:]**

**Professor Praetorian:** Ah, there you are. [The Associates all turn to look, distracted.] Yes, that will do quite nicely, thank you.

**Professor Praetorian:** [Furiously motioning to the nearby volunteer to hit one of the buttons.] Wow. Look at those moves. So impressive. I’m *pressed* to remember the last time I’ve seen such energetic dancing. You’re really *pushing all my buttons*.

**[If the volunteer pushes one of the buttons, the lights on all the buttons go off:]**

**Professor Praetorian:** You know, I almost feel like dancing myself! I’ll resist, though. That sounds like it would be very embarrassing.

**[If the volunteer doesn’t push a button, a lab assistant sneaks over to do so, and the lights on all the buttons go off:]**

**Professor Praetorian:** Good help really is so hard to find. But you know, I almost feel like dancing myself! I’ll resist, though. That sounds like it would be very embarrassing.

*The Prime Associate re-enters.*

**Prime Associate:** What are you doing? Stop dancing!

*[If the volunteer/lab assistant stops dancing:]*

**Prime Associate:** *[To the other Associates.]* Why would you let them dance? *[The Associates all shrug.]* And we're giving *you* idiots superpowers? Ugh.

*[If the volunteer doesn't stop dancing:]*

**Professor Praetorian:** That's . . . that's probably enough dancing for now, thank you.

**Prime Associate:** *[To the other Associates.]* Why would you let them dance? *[The Associates all shrug.]* And we're giving *you* idiots superpowers? Ugh.

*The Prime Associate crosses to Professor Praetorian at the Power Coupler.*

**Prime Associate:** Now then. Your assistants entered my data. What's the next step?

**Professor Praetorian:** I'll need my hands to do the computation.

**Prime Associate:** Very well. *[Uncuffs Professor Praetorian.]* But any funny business – or if anything untoward happens to me – and my associates will take it out on all these innocent people.

**Professor Praetorian:** Yes, I know, I know. *[Begins entering computations on the computer terminal.]* So, uh, I can't promise anything, but are there any powers you would especially want or not want?

*[This leads into Professor Praetorian and the Prime Associate repeating, as much as possible, the earlier improvised conversation with the volunteer, for comedic effect – the more prosaic the detail, the better.]*

**Professor Praetorian:** Annnnd . . . done. Now, you may have noticed these arm and leg restraints. That's because though perfectly safe, the process *is* extremely— Actually, you know what? They're mostly just for show. Step on in.

**Prime Associate:** *[Stepping onto the Power Coupler.]* And remember, if anything happens to me—

**Professor Praetorian:** Yes, yes, I know, I know. Relax. You're only going to get what you deserve. *[Pushes a button on the Power Coupler and takes two quick steps back.]*

*The Power Coupler begins to power up – glowing, flickering, emitting a buzzing sound, etc. The light and sound slowly build in intensity. **The Prime Associate** begins to glow.*

**Prime Associate:** Yes. Yes! I can feel it! My superpowers are . . . are . . . [*A fearful look.*] Wait. Something's wrong. Stop it. Stop the machine right now, Professor, or I'll . . . I'll . . .  
aaaaaahhhhhh!!!!

*The **Prime Associate**'s screams reach a fever pitch as the other Associates recoil in fear. During this time, the volunteers are ushered off-stage. The stage lights begin to flicker, until the light and sound from the Power Coupler reach a crescendo and the machine explodes, with the screams instantly ceasing. The stage falls into total darkness and silence, only broken by **Professor Praetorian**'s shout.*

**Professor Praetorian:** Now!

*As **Professor Praetorian** shouts, the lights come back on, and he attacks the Associate closest to the machine. While they struggle, the lab assistants on-stage similarly battle the remaining Associates. The Power Coupler is now extremely damaged, and a pile of ash is in the middle of the platform.*

*A choreographed fight scene ensues. As the Associates fight back, some of their weapons go off while aimed upwards, causing flashing blasts of energy and explosions up high. Eventually, **Professor Praetorian** and the lab assistants gain the upper hand in each fight, and the Associates lay unconscious on the ground. The volunteers are ushered back onstage.*

**Professor Praetorian:** Well, that was a bit more of an exciting display than I had expected. I prefer to show off as a scientist rather than as a superhero, but, well, sometimes a hero is what's called for. [*Turns to the volunteers.*] And you, my friends, are heroes all! And without powers, to boot! [*To audience.*] How about a rousing round of applause for our heroes? [*Applauds, then looks at the Power Coupler.*] But, ah, unfortunately that will have to be the end of the demonstration today. We seem to be experiencing some . . . technical difficulties. [*Looks back at the volunteers.*] But perhaps if there's one thing to take away from this experience it's that one doesn't need superpowers to be a superhero. Just wits, bravery, gumption, and perhaps a few quality dance moves. Thank you for coming. [*Takes a formal bow as the **Announcer** begins speaking.*]

**Announcer:** Thank you for attending Professor Praetorian's amazing demonstration of his power-enabling technology. And now it's your turn! Please line up in an orderly fashion—

**Professor Praetorian:** [*Shouting over Announcer.*] No, no, no, sorry, no lining up, just leaving. No more superpowers being given out today. But please do enjoy the rest of your stay in Heroica. And remember, now more than ever, truly *everyone* can be a superhero!

*Bows and triumphant exit music.*

## Heroica

### Document 6 – Nighttime Spectacular Script “Fire In The Sky”

#### High Concept

**Logline:** A display of nighttime magic and wonder from Augustine Darklore, Heroica’s most talented mage, reveals the wonders – and dangers! – of the City of Superheroes!

**Synopsis:** To close out Origins Day, Augustine Darklore – the city’s most powerful mage and the patriarch of the secretive Darklore family – presents a nighttime spectacular in the form of an “innocent and charming display magical delights.” However, the presentation gets a tad out of hand when his estranged daughter, Erika, takes control and summons forth some of the city’s most powerful villains. Can Heroica’s greatest heroes stop them in time to prevent an even greater catastrophe from occurring?

[**Note:** This script deliberately refrains from suggesting how particular effects should be realized and can be altered to fit the practicality of achieving them via projection, animatronics, water screens, stage illusions, etc.]

---

#### Characters

**Augustine Darklore** – The patriarch family of wizards, warlocks, witches, and sorcerers whose lineage goes back to the founding of the city that would become Heroica (and, prior to that, to the dark forests of Eastern Europe). Secretly, they are the reason nobody recalls the name of the city and cannot find it in any historical books or documents. The old city, Hell’s Corner, was named after superstition from earlier settlers that it sat on a spiritual faultline which allowed monsters and demons to come forth into the world. This superstition, of course, was true. The Darklore Family used both its magics and its political clout – built up from working behind the scenes in American politics from before the Revolution – to ensure the Heroica Project came to Hell’s Corners. They hope that the presence of so many heroes in the city will help protect the Earth should the faultline ever crack open. Their long family history is entangled with that of Professor Praetorian, and though they profess to serve the cause of righteousness they have often come into conflict with the city’s favorite hero.

**Erika Darklore** – The black sheep of the Darklore Family, and its one current practitioner of black magic, Erika seeks to use her powers to attain the true heights of power she feels are her birthright. Rather than pursuing subtle manipulation of magic to safeguard humanity, she wants

to openly rule the world, and often it is only her own family that stands in her way. She has a flirtatiously adversarial relationship with Professor Praetorian.

**Professor Praetorian** (current legal name Richard Lester) – Heroica’s favorite son and its “Prime Paragon of Propriety,” Professor Praetorian is a guardian of justice, an invulnerable strongman, a scientific genius, and (unknown to everyone outside of KnightGuard, LazerBlast, and the Darklore Family) a 5,000-year-old alien who has been living on Earth throughout all of recorded history, subtly guiding humanity’s evolution. His intentions are purely benevolent, but he knows they wouldn’t be interpreted as such by humanity at large. Because he has so many centuries of memory and knowledge in his head, he at times appears absent-minded or befuddled, but he is really one of the smartest, most capable, and most competent beings on Earth.

**KnightGuard** (Robert Walter) – If Professor Praetorian is Heroica’s daytime protector, KnightGuard is its nighttime avenger. Robert Walter is the pinnacle of human achievement, despite being born without powers. While he began as a street-level hero with only modest resources and some training at Ross’ Gym, an encounter early in his career with Professor Praetorian led to the alien hero becoming KnightGuard’s benefactor, providing him with a hideout, crime lab, vehicles, and lots of cool toys with which to fight crime. A mysterious, dark, urban, medieval-themed warrior, KnightGuard is as feared by Heroica’s criminals as Professor Praetorian is beloved by its citizenry.

**LazerBlast** (Susan Sussman) – LazerBlast is the hardest-working hero in the city, with possibly the silliest name. But that’s with good reason – it’s the name given to her superheroic persona by her then 4-year-old son. When public defender Susan Sussman was taken hostage during a courthouse standoff, her natural power kicked in, and she found herself able to turn into (and control) light. She revealed this only to her son and husband, who supported her decision to become a hero. She continued to serve the city as both lawyer and superhero, eventually moving into prosecution and working her way up to District Attorney. Early in her term, the mafia blew up her home, killing her husband and leaving her a single mother. Her son – now 14 – continued to support her work and has at times served as her “man in the chair” and closest confidant (Professor Praetorian and KnightGuard are the only other individuals who know her identity). She and KnightGuard are attracted to each other, but both are too consumed by their causes to pursue a romantic relationship.

**Dragon Girl & Sparklebreath** (Tanya Ramirez & [unpronounceable in human tongue]) – An 11-year-old girl with a pet dragon. She’s a straight-A student, but if her parents knew she had mentally and emotionally bonded with the last living dragon, they would ground her, like, forever.



**The Brute** (identity unknown) – Eight feet, four hundred pounds of pure purple muscle and rage. Nobody knows who he is, what he wants, or why he periodically appears throughout the city to wreak havoc and destruction. Many of the citizens of Heroica have come to view him as an unavoidable force of nature, though Professor Praetorian suspects he may secretly be the unleashed id of one of the city’s own superhero protectors.

### **Pre-Show**

*A sign outside the seating area reads as follows:*

#### **Fire In The Sky**

Close out your Origins Day with a display of delightful magical enchantments that will light the night aglow, courtesy of Heroica’s most powerful mage, Damien Darklore! Watch as the skies over the Kurtzberg Lagoon catch fire in this celebration of superheroic might and magic!

*The show takes place on and over a large body of water – Kurtzberg Lagoon – with ridges behind it, either in the form of mountains or skyscrapers.*

*A pre-show announcement plays shortly before the lights dim:*

**Announcer:** Visitors to Heroica and citizens of our fair city alike, in just a few moments we will begin a spectacular display of magical delights that are sure to shock and amaze! In order to best appreciate this grand finale to Origin Day, we will be dimming the lights around Kurtzberg Lagoon for the duration of the show. Please utilize all caution while moving about. Now please enjoy our superheroic spectacular . . . Fire In The Sky!

---

### **Show**

*The lights in the viewing arena and around Kurtzberg Lagoon darken and eerie, mysterious (but non-threatening) music starts to play. On the stage at the center of the lagoon, two torches suddenly alight. A dark, oily mist swirls in between the two torches. The mist coalesces into the form of **Augustine Darklore**, who holds a large, intricately carved staff in one hand. He has a serious look on his face for a few moments, as he gazes out at the size of the audience, and then resolves into a vibrant, brilliant laugh.*

**Augustine Darklore:** Welcome, my friends! Welcome, welcome! Thank you for joining me here to help celebrate the end of Heroica’s very first Origins Day. Today we celebrate our city’s heroes – both the superheroes who fight for peace and justice, and the ordinary heroes who help

others get through their day with grace and dignity. Ordinary heroes like you. But remember, here in Heroica, even things that are ordinary . . . [waves his staff] can be extraordinary!

*Sparks shoot out from the staff along with smoke that obscures **Augustine Darklore** as triumphant music plays, accompanied by an opening, choreographed laser light show that spotlights a variety of superheroes in action – flying across the lagoon, showing off acrobatic skills, blasting energy out of their hands, etc. – and culminates in fireworks. **Augustine Darklore** suddenly reappears in a spotlight on a platform to one side of the lagoon.*

**Augustine Darklore:** Heroica may be a city of science, but not all of its heroes come from experiments and radiation. Indeed, some of us tap into a much more potent and ancient energy. I speak, of course, of magic. [Holds out his hand, palm up, and a ball of white flame appears above it.] I am Augustine Darklore. My family and I tap into a rich vein of mystical energy that runs underneath Heroica. Some say this magical faultline is the reason why the superheroes began to appear here in the first place – to protect us all from the other-dimensional threats that could emerge if this mystical energy were ever abused to the point where it tore open a hole between this world and the one beyond. But rest assured, such a thing will never happen--

*The flame in his hand suddenly goes out, just as a spotlight appears on Erika Darklore on a platform the opposite side of the lagoon. Seemingly the same flame is in her hand now.*

**Erika Darklore:** Without a little push to help it along the way! [Waves her free hand over the flame and it turns blue.] Hello, father.

**Augustine Darklore:** Erika! What are you doing here? Your black magics have no place in Heroica!

**Erika Darklore:** So you said when you cast me out of the family merely for being curious as to what the darker side offered. But I disagree. I think that people should hear both sides of the story. You think this is a city of heroes? I think it's a city of villains!

*She tosses the flame into the air, which seemingly explodes into a shower of light. A much darker flourish of music accompanies the beginning of a second laser light display featuring supervillains posing menacingly, destroying property, stealing jewels, etc. This, too, ends in a fireworks display, as **Erika Darklore** appears in the central platform. **Augustine Darklore** is still on a side platform.*

**Erika Darklore:** There. That's more like it.

**Augustine Darklore:** Erika, stop this foolish display right now! Both of us using our powers to this extent so close to one another is dangerous! The interplay of light and dark magic—

**Erika Darklore:** Is exactly what I'm counting on, father dearest. I'm not interested in a "display," I just want power. The power to fulfil my every whim. The power of a god!

**Augustine Darklore:** You'll find no gods this way, child, only demons.

**Erika Darklore:** To-may-to, to-mah-to.

**Augustine Darklore:** Have it your way, then. [*Wields his staff and starts to step forward.*] You've forced me to . . . to . . . [*Looks around, confused, as a box/container/cage made of light appears around him.*] No! Erika, what have you done! You've cut me off from the spells I've already set in place. My magic will run wild!

**Erika Darklore:** Oh, don't worry about that, father. You see, I've got it entirely under control.

*She out her hands and from one comes a shower of white sparks, the other a shower of blue sparks. She laughs and raises her hand, with the sparks meeting in the sky above her, explosively. Along with the explosion, the music crescendos and then fades as all lights on stage darken.*

*After a moment, a light display begins in the sky where the explosion took place. A long, thin line of light appears that slowly begins to spread into two lines that separate. In between is a miasma of swirling energy, with shadowy figures occasionally floating by. It appears as if a giant tear has opened in the sky. Lights slowly and surreptitiously come up on **Augustine Darklore** (on the same side platform) and **Erika Darklore** (now back on the other side platform).*

**Augustine Darklore:** By the Omnipotent Oaths of Oshtur. You've done it, Erika. You've ruptured the mystical faultline! You have no idea what you have wrought!

**Erika Darklore:** On the contrary. I've done exactly what I set out to do. I've let loose the entities from beyond the veil, in exchange for a promise of power that . . . that . . . [*She begins to slowly float off the platform towards the tear.*] Wait. I'm not doing this. What's happening?

**Augustine Darklore:** Did you truly think that the source of all evil would abide by whatever bargain you struck? They used you, dear daughter, and you've made me helpless to stop them.

**Erika Darklore:** [*Floating ever closer to the tear.*] No! Please! Father, help me! Father! [*Finally being sucked into the tear and disappearing*] Dadddddyyyyyyy!

As **Erika Darklore** disappears, the cage of light around **Augustine Darklore** fades. At the same time, the shadowy figures begin to emerge from the tear in the sky and float around the lagoon menacingly.

**Augustine Darklore:** I can attempt to close this tear, but if I overuse my power, I run the risk of letting loose . . . Well, I suppose it's a risk I must take.

*He raises his hand and begins to paint the sky with light. It looks like an attempt to close the tear with a thread made of magical light. The attempt fails, and he falls to the ground in great pain.]*  
Agh! It's as I feared. I've gone too far, and now I'll only be adding to the danger. Must . . . call . . . for . . . help!

*With one last pained scream, **Augustine Darklore** raises a hand to the sky and sends out a giant burst of light that resolves into an "H" in the sky. He collapses onto the ground in a heap, his cloak covering his body. Slowly, the cloak starts to move as the mass underneath it grows larger and wider. A few moments later, **The Brute** emerges from underneath, snarling and raging. He turns and walks out of the spotlight.*

*A few moments pass with no music as the effects in the sky continue. Suddenly, the sound of an airship can be heard coming closer, and **Professor Praetorian**'s sky-copter (the "Aerial Screw") appears, shining a spotlight on the audience. His amplified voice comes over the loudspeakers.*

**Professor Praetorian:** Attention! Attention! I know what you're seeing right now looks quite frightening, but I assure you, there's a rational explanation for it. I just need to figure out what that is. But regardless, you have nothing to fear so long as you remain seated and don't panic. The Heroica Council saw the signal flare, and we're here to ensure your safety. We'll figure out how to keep these shadows contained and fix whatever's wrong with the sky.

*A boat appears on the lagoon as **Professor Praetorian** speaks – it's **Knightguard**'s medieval-themed boat (the "Coast Guardian").*

**Knightguard:** It's more than just these shadow things, Praetorian. There's been reports that the Brute was spotted nearby.

***LazerBlast** appears in the sky, hovering under her own power.*

**LazerBlast:** The Brute? Ugh, I thought I'd dealt with that monster earlier today. Where does he always disappear to after we beat him?

**Professor Praetorian:** I have my suspicions, but that's neither here nor there. One thing at a time. Knightguard, you and LazerBlast work on corralling these shadow creatures while I figure out what to do about this tear in reality.

**LazerBlast:** On it, Professor.

*As **Professor Praetorian**, in the Aerial Screw, flies around the tear, **LazerBlast** shoots energy blasts at the floating shadow creatures in the sky while **KnightGuard** uses a high-powered searchlight on his boat to dissipate the ones closer to the water/ground. As they do so, the tear slowly begins to close.*

**Professor Praetorian:** I think the shadow creatures are connected to this tear. The more of them you dissipate, the more it starts to close up. We need an immense source of light!

**LazerBlast:** That sounds like my cue! [*She starts to grow brighter and brighter, until suddenly a huge, monstrous, snarl rings out and a massive, shadowy figure jumps at her, pulling her down to the water.*]

**Professor Praetorian:** What was that!?

***Knightguard**, in the Coast Guardian, approaches the spot where **LazerBlast** crashed into the water. He sees her and pulls her into the boat.*

**LazerBlast:** It was the Brute. Getting revenge on me from earlier, I guess. But where'd he go?

*With another monstrous snarl, **The Brute** appears on the central platform.*

**Professor Praetorian:** There he is! But . . . wait, what's happening? [*The remaining shadow figures begin to fly towards **The Brute**, who begins to grow to a tremendous size in the sky.*] The shadows are somehow empowering the Brute! I think they're trying to make him strong enough to pull open the tear!

**LazerBlast:** So, what do we do? How do we fight something that big?

**Dragon Girl:** [*From offstage.*] Sounds like that's our cue, Sparklebreath!

**Professor Praetorian, KnightGuard & LazerBlast:** Dragon Girl!?

**LazerBlast:** Isn't it past your bedtime, young lady?

*A tremendous dragon (**Sparklebreath**) ridden by an 11-year-old girl (**Dragon Girl**) emerges from behind a ridge.*

**Dragon Girl:** Guess you're all lucky that it's not a school night! Get him, Sparklebreath!

***Sparklebreath** roars and attacks **The Brute**. A dramatic aerial battle ensues that fills the sky, ending with **Sparklebreath** releasing a massive gout of flame at **The Brute**, who glows brightly with energy.*

**Professor Praetorian:** Dragon Girl, I think you've done it! The Brute absorbed enough energy that he looks like he's going to explode. Hopefully that will destroy the shadow creatures and seal up the tear!

***The Brute** screams as the glowing energy within him expands and explodes in a spectacular fireworks display. When the lights from the fireworks fade, the tear in the sky is completely gone.*

**KnightGuard:** That did it! Not bad, kid.

**Dragon Girl:** Thanks, Mr. KnightGuard! But, uh, what just happened?

***Augustine Darklore** appears on the central platform, disheveled and without his cloak.*

**Augustine Darklore:** A family spat nearly ended the world, I'm afraid.

**Professor Praetorian:** Augustine, I approved your little light show, but I didn't know you'd be so careless as to manipulate your extra-dimensional energies in a way that—

**Augustine Darklore:** "Extra-dimensional" nothing, it's magic, plain and simple.

**Professor Praetorian:** There's no proof that "magic" or anything like it—

**LazerBlast:** Cool it, guys. What's important isn't what we call what happened here, it's what its effects might be.

**Dragon Girl:** What do you mean?

**Augustine Darklore:** Ah, yes. I see what you're implying. [*Motioning to the audience.*] Those gathered here were exposed to these . . . energies.

**Professor Praetorian:** Plus, who knows if any of the shadow creatures took them over the way they did The Brute.

**Augustine Darklore:** They might not even be aware of it themselves!

**KnightGuard:** So, you're saying that because of what they saw here tonight, any of these people could . . .

**Professor Praetorian:** Suddenly gain superpowers, yes.

**Augustine Darklore:** A fitting end to Origins Day, I suppose.

**LazerBlast:** Well, we can't detain them all based on a "what if?". What do you suggest we do?

**Professor Praetorian:** We send them home, but ask them to come back soon for a check-in. Especially if they start developing powers.

**Augustine Darklore:** *[To the audience.]* Do you hear that, my friends? It's time for you to return to your homes and lodgings, but you should come back soon. Your safety – and the safety of the world – may just depend on it! Now, if you'll allow me one final flourish. *[He lifts his hands up triumphantly, and as he does so several geysers of water erupt from the lagoon as fireworks explode in the sky, obscuring all the heroes. When the water fades, they have all disappeared, and the stage is empty.]*

**Announcer:** *Thank you for coming to Fire In The Sky, and thank you for spending the day with us here in Heroica, the city where everyone can be a superhero!*

## Heroica

### Document 7 – Store & Restaurant Names/Themes

#### STORES

##### Store 1

**Name:** Haul of Heroes

**Theme:** Heroica's #1 department store! (*main Heroica giftshop*)

**Products:** Clothing and memorabilia; non-diegetic souvenirs

##### Store 2

**Name:** Consulate Goods

**Theme:** The official giftshop of the Heroica Council! (*"The Hero's Journey" ride exits here*)

**Products:** Clothing and memorabilia; Heroica Council/Consulate/"The Hero's Journey" items

##### Store 3

**Name:** Super-Models

**Theme:** Selling superhero costumes and cosplay accoutrement, plus a salon where kids can pick out their own bespoke superhero makeup, costume, and powers!

**Products:** Costuming; children's cosplay salon experience

##### Store 4

**Name:** SuperScience Sellers

**Theme:** A store dedicated to Professor Praetorian and the other science-based heroes of Heroica!

**Products:** Clothing and memorabilia; science kits; Professor Praetorian, KnightGuard, & LazerBlast souvenirs; "Everyone Can Be A Hero" souvenirs

##### Store 5

**Name:** Darklore Goods & Antiquities

**Theme:** A small store of esoterica run by the mysterious, magic-wielding Darklore family!. (*part store, part walk-through attraction of various magical and eerie illusions*)

**Products:** Clothing and memorabilia; Darklore family souvenirs; magic kits/items; "Fire In The Sky!" souvenirs

#### RESTAURANTS



### **Restaurant 1**

**Name:** The Hero's Feast

**Theme:** Character dining where guests can meet and interact with the Heroica Council and other heroes of the city.

**Menu:** Buffet-style

### **Restaurant 2**

**Name:** Consulate Cafeteria

**Theme:** The cafeteria for the Consulate, complete with photos, props, occasional superheroes coming through, etc. (*attached to the exterior of "The Hero's Journey" show building*)

**Menu:** Basic cafeteria food (hamburgers, hot dogs, chicken, sandwiches/wraps, soup/salad)

### **Restaurant 3**

**Name:** The Restaurant With No Name

**Theme:** A villain-themed sit-down restaurant, with rooms designed after different types of villainous lairs (mad scientist's lab, abandoned warehouse, underground cavern, alien throne room, etc.); hosts/hostesses/servers are costumed as villains' henchmen/henchwomen.

**Menu:** Steakhouse fare; alcoholic drinks (only place in Heroica to buy alcohol)

### **Restaurant 4**

**Name:** Heroica Morsels

**Theme:** A coffee shop with framed/signed photos of the city's heroes

**Menu:** Coffee; tea; baked goods; simple sandwiches and wraps

### **Restaurant 5**

**Name:** Snack of the Brute!

**Theme:** A fast-service food counter themed to the Brute. (*located near "Attack of the Brute!"*)

**Menu:** Brutecorn (popcorn died purple in various flavors – "packed with monstrously explosive flavor!"); "Brute!" brand energy drinks & Slurpee's; pizza

### **Restaurant 6**

**Name:** Dragon Bites

**Theme:** Cafeteria-style restaurant billed as "Dragon Girl's Favorite Restaurant!", with "damage" from Sparklebreath throughout

**Menu:** Kid-friendly cuisine – hamburgers, hot dogs, peanut butter & jelly, mac & cheese, chicken strips, etc.

## Heroica

### Document 8 – Land Signage & Flavor Text

Dotted throughout Heroica are plaques in the style of historical markers. These relate the backstory of the city.

#### **Plaque 1** (Location: The Consulate – outside “The Hero’s Journey”)

##### *THE CONSULATE*

*Home to the Heroica Council, the greatest heroes of this (or any other) world! Here the members of the Council can meet to discuss their plans for safeguarding the world or just to relax between missions. In addition to the facilities required for fighting injustice, the Consulate also houses individual quarters for each member, a trophy room reflecting upon their greatest triumphs, and even a cafeteria and gift shop!*

*The Heroica Council was founded in 1962 at the behest of President John F. Kennedy himself as a part of his “New Frontier” initiative. Although federal government funding has fluctuated in the decades since then, local support has never wavered, and several ballot initiatives to get rid of the so-called “Hero Tax” paid by all citizens of Heroica have faced decisive defeat at the polls.*

*Fun Fact: Professor Praetorian – whose powers have extended his lifespan – has been a member of the Heroica Council since its founding!*

#### **Plaque 2** (Location: Air-Tram Station – outside “Attack of the Brute!”)

##### *HEROICA AIR-TRAM SYSTEM*

*A city of superheroes deserves the most superior form of mass transit, and the air-tram system is just that! Inspired by New York’s historic Roosevelt Island Tramway, the air-tram carries commuters on an inverted monorail that speeds noiselessly above the streets of Heroica. Meeting both the needs of average citizens and the safety requirements of a city full of superhumans, the air-tram is continually rated as the safest way to travel in the United States.*

*Ever since the Brute began his mysterious attacks — and disappearances! — throughout Heroica, specific air-tram lines have been outfitted with special shock absorbers to keep riders safe even in the case of a direct attack from the monster (or so it’s been theorized). These lines are considered official evacuation routes for Brute attacks and other natural disasters, so it never hurts to locate the evacuation station closest to you!*

#### **Plaque 3** (Location: Professor Praetorian’s Lab – outside “Everyone Can Be A Hero”)

### *PROFESSOR PRAETORIAN'S LABORATORY & HEADQUARTERS*

*Heroica's favorite son! The Prime Paragon of Propriety! The Eternal Professor! Whatever name you know him by, Professor Praetorian has been Heroica's number one hero since he first debuted in 1958 along with the first wave of "SuperBoomers." Though his powers are minimal compared to some other heroes – superior strength, speed, and invulnerability, plus a mysterious energy-manipulation ability – his true secret powers are his vast intelligence and longevity. Inventor of most of the innovations that make Heroica a city of the future, Professor Praetorian hasn't seemed to age a day since his debut.*

*Showing how he has little fear of the city's villains, Professor Praetorian has never hesitated to publicly list the location of his laboratory/headquarter, because by making such a public target of his home he keeps other vital city locales, such as City Hall, safer from attack. The building's security is only matched by that of the Consulate, and only those who are invited to see his laboratory ever make it far inside. However, the Professor is known to occasionally open his doors to the public for tours that show off his latest inventions and innovations.*

#### **Plaque 4 (Location: Kurtzburg Lagoon – outside "Fire In The Sky!")**

##### *KURTZBURG LAGOON*

*Named after one of the key scientists in the World War II "Heroica Project," Kurtzburg Lagoon provides the most scenic views in Heroica, a city that's otherwise made of concrete, steel, glass, chrome, and super-science. The parkland surrounding the lagoon is perfect for running, biking, picnicking, or just people watching – especially keeping an eye out for any heroes soaring through the sky!*

*WARNING: Do NOT bathe, boat, or fish in Kurtzburg Lagoon. The natural background radiation of Heroica is considered perfectly safe in the air but has gathered within the lagoon in dangerous amounts.*

#### **Plaque 5 (Location: Dragon's Den – outside "Sparklebreath Spinners")**

##### *DRAGON'S DEN*

*The working class neighborhood of Dragon's Den is a popular spot for the non-powered citizens of Heroica to live and gather. Its narrow streets and lack of flashy buildings or city icons make it rather unpopular with supervillains, and so the city's superheroes tend to congregate elsewhere. What little crime occurs is generally handled by one of the city's most unusual duos – a young girl and her pet dragon, known as Dragon Girl and Sparklebreath. The pair are local heroes, especially beloved by the youth of the city.*

*In Dragon's Den, a sudden roar is usually a sound of reassurance rather than fear, something that is not the case in the rest of Heroica.*

**Plaque 6 (Location: Outside Haul of Heroes)**

*HAUL OF HEROES*

*Because of its unique citizenry and their specific needs, Heroica has proven remarkably resistant to the influx of national chains that has affected the rest of the country. Here, local stores and restaurants still flourish, with goods, services, and foods that specifically appeal to the superpowered and those who live amongst them.*

*Haul of Heroes has been the most popular and successful department store in Heroica since the Ditko family opened its doors in 1961 amidst the first appearances of the “SuperBoomers”! Still in family hands today, it’s the top destination for locals and tourists alike to get both the necessities for life in Heroica and the perfect souvenir to commemorate your visit!*

**Plaque 7 (Location: Darklore Manor – next to Darklore Goods & Antiquities)**

*DARKLORE MANOR*

*The most mysterious location in Heroica, Darklore Manor is the ancestral home of the Darklores, the city’s infamous family of mystics and mages. Boasting both heroes and villains in their family line, the Darklores frequently tend to the eerier and weirder dangers to Heroica that either escape the notice of the Heroica Council or that are simply outside of their skillset.*

*Rumors – and cryptic references in city documents – hint that the Darklore family’s mystical protection of the city predates the World War II “Heroica Project,” and that in fact they are the ones responsible for bringing the Project to the city in the first place. This is supported by the fact that absolutely no references can be found to the name of the city prior to its renaming as “Heroica” in the 1960s. Regardless, there is clearly a rich magical vein that runs through Heroica, and the Darklore family prevent it from overwhelming the city.*

*The charming, family-owned occult shop Darklore Goods & Antiquities sits next door to Darklore Manor.*

**Plaque 8 (Location: Brute Ground Zero – a impact crater in an alleyway near Darklore Manor)**

*BRUTE GROUND ZERO*

*Though attacks from the raging, hulking figure known only as the Brute have become such a normal part of life in Heroica that they are legally considered to be a natural disaster, this has not always been a part of life in the city. The first known Brute incident began here in 1994, when the purple monster crashed to the ground, creating this impact crater.*

*Nobody is quite sure how the Brute manages to escape incarceration even after being defeated by the city’s heroes, though Professor Praetorian has occasionally postulated that the beast*

*might be the unleashed id of one of the city's own heroes. Verification of this theory will have to wait until the Brute is eventually captured.*

**Plaque 9 (Location: Outside The Restaurant With No Name)**

*THE RESTAURANT WITH NO NAME*

*Protected by a spell cast by several of the city's mystically empowered villains, the Restaurant With No Name is an establishment catering specifically to supervillains and their supporters. Its location is constantly changing, and it can only be accessed – or even seen – by those with some measure of darkness in their heart. Supposedly its interior is a magical conglomeration of many of the villains' lairs, upscaled into a surprisingly quality and trendy gastropub.*

*WARNING: Even if you can see The Restaurant With No Name, be wary of entering. It has been known to exacerbate the darkness in its diners, who never leave quite the same as when they entered.*

**Plaque 10 (Location: City Hall)**

*HEROICA CITY HALL*

*Compared to locales like the Consulate and Professor Praetorian's Laboratory/Headquarters, City Hall is positively prosaic! This is not accidental, since the staff of City Hall is always 50% nonpowered employees, due to Heroica's unique city charter that requires its government to be equally balanced between powered and non-powered representatives. This goes for the city council and mayor's office all the way down to rank-and-file clerks.*

*Because of this breakdown, the City Hall interior and exterior are kept as dull and uninteresting as possible, to discourage supervillain attacks and divert them to flashier, better-protected city icons. The impact this intentional dullness has on City Hall employees has not yet been fully studied.*

**Plaque 11 (Location: The Lieberman Building – an office building)**

*LIEBERMAN BUILDING*

*Though no more than an ordinary office building, the Lieberman Building is notable for housing "HeroiComics," the best-selling American comics publisher and the official corporate "biographer" of the Heroica Council's many cases and adventures. Originally founded in 1949 as "HorrorComics," publisher Marvin Loss changed the company's focus from crime and horror comics to superhero comics after the "SuperBoomers" first started to appear in the late 1950s. Since then, the "True Life" stories of the "World's Realist Superheroes" have dominated comic book spinner racks across the world.*

**Plaque 12 (Location: Intersection of “Siegel” and “Schuster”)**

*INTERSECTION OF SIEGEL AVENUE AND SCHUSTER STREET*

*Seemingly an ordinary downtown intersection, this location is the home of more reported disappearances than any other spot in Heroica. Investigations from both the Heroica Council and the Darklore Family have discovered powerful and unquantifiable energies that congregate here, perhaps because of the intermingling of radiation from Professor Praetorian’s Laboratory and mystical energy from Darklore Manor, both of which are located nearby.*

*Citizens at this crossroad are advised to use utmost caution.*

**Plaque 13 (Location: Ross’ Gym – a boxing gym)**

*ROSS’ GYM*

*This old-fashioned boxing gym is a city monument for one reason – it’s here that “Maverick” Mark Ross, celebrated boxer, trained an entire generation of heroes. While many of Heroica’s superheroes are descendants of the generation of “SuperBoomers” born with powers from the World War II “Heroica Project,” others have taken a much more do-it-yourself approach to heroics, training to the upper heights of human strength and endurance.*

*Though always tight-lipped with the real names of his clients, Mark Ross was cited by countless nonpowered heroes as the source of their training. Though he died in 2002, his children – and now grandchildren – have kept the gym open and carried on the grand tradition of heroic training.*

**Plaque 14 (Location: The Busiek – an apartment building)**

*THE BUSIEK*

*Though currently home to trendy apartments, the Busiek was once the not-so-secret headquarters of organized crime in Heroica. That began to change when, in 1958, the city’s first public superhero – the young teen calling himself Danger Lad – broke down the front door with beams from his eyes and attempted to “clean up crime in this city, starting now!”*

*Unfortunately, this exclamation overheard by passers-by were Danger Lad’s last known words, as he may have possessed powerful eye blasts, but he presumably was not immune to bullets. Regardless, this was the first public siting of a superpower in Heroica, and the floodgate of young “SuperBoomer” heroes soon opened. By the end of the 1960s, these superheroes had wiped out traditional organized crime in the city, and the Busiek exchanged ownership several times before being upscaled into luxury apartment buildings by Samson Inc.*

**Plaque 15 (Location: “Redacted” Building – government building, purpose unknown)**

REDACTED

*REDACTED is one of the most nondescript, yet vitally important, buildings in the entirety of Heroica. It was here that the “Heroica Project” was housed during World War II. This combination of biologists, chemists, physicists, munitions makers, and even so-called “mystics” was meant to develop enhancements and armaments for American soldiers, creating real-world superheroes inspired by those found in the pages of popular comic books. With no notable successes to its name, the Heroica Project was deemed a failure.*

*Until, that is, some years after the war, when the Baby Boomer children of returning soldiers began to display what could only be described as superpowers. The various experiments of the Heroica Project, it would seem, did work at unleashing energies that rewrote the DNA of children born in the city, who came to be known as “SuperBoomers.” While many of these children grew to adulthood and became heroes that worked to serve their community, others used their powers for more selfish and nefarious means, leading to a legendary and ongoing battle of heroes and villains that led the citizens of the city to rename it “Heroica.”*

*What currently goes on in REDACTED is entirely unknown, but as it has no windows or doors, its secrets remain well-guarded.*