



THE
COMIC REPUBLIC
CHARACTER BIBLE
HEROES





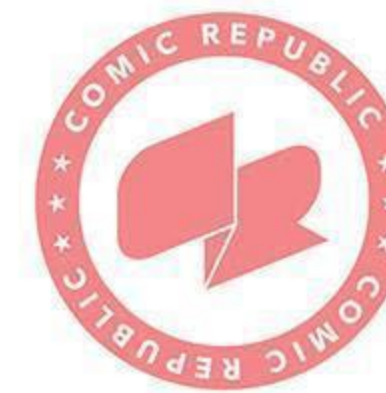
COMIC REPUBLIC

CHARACTER BIBLE



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ICONIC IMAGE OF COMIC REPUBLIC'S FINEST, TOGETHER, UNITED.

FOREWORD

In the early eighties, opposite the "Area G" headquarters of Nigeria's police force, and indeed in many other places within a continent that was, at the time, relatively starved of escape routes from the harsh reality of life, existed a number of wooden stalls that housed a treasure of remarkable value: comic books.

Through them, young children growing up under successive brutal military regimes could, in ways practically unknown to their long-suffering parents, escape from their daily lives into universes where, not only was the world protected by colourful, costumed and fantastic heroes from fabulous and varied adversaries, but they, or rather we, could catch glimpses of a world as we were assured it was, hundreds of kilometers away, and as we could dream ours would one day be.

The power of comic books comes from a unique combination of their visual nature, with their accessibility. Of the vividness of their images with the room left for the imagination of their readers to pick up the baton and take flight. And through this, their incredible ability to create, within the mind of those who read them, a strong ability to change the world around them through sheer force of will.

At Comic Republic, we have a strong belief in the power of storytelling to shape society, and to shape people. Our CEO, Jide Martin, has frequently spoken of how his childhood was shaped by the simple question "What would Superman do?" Through these brilliant, fantastic, and accessible stories, we can see a mirror image of our reality, and through it, change the source of the reflection itself.

The Comic Republic universe is itself a strong reflection of the histories, personalities and cultures of the African writers, artists, and creatives that work on it, from whose imaginations and memories the characters you are about to read about have sprung. They are an authentic glimpse into the lens through which West Africans view the world: one which is undeniably shaped and affected by the ever present influence of western media, but is also shaped by a society grappling with colonial and traditional remnants from time immemorial.

An oral society, one where truth is spoken, not written, and where the spirit of words has always held more sway than the coldness of semantics.

A society where folklore is passed from person to person through a fabulous process of Chinese whispers, taking on multiple forms and shapes as tales morph to adapt to the present realities of the speakers, and those spoken to.

Here, we present to you the melting pot of ideas, the cultural milieu that is the Comic Republic Universe. One that is rooted in a powerful concept, one that has held what is probably the most diverse nation in West Africa together for years: unity. Our flagship character, Guardianprime, may appear nationalistic to one unacquainted with the unique nature of Nigeria itself, but those in the know would understand that he represents hundreds of thousands of people with different languages, cultures, religions, and even shades of skin, coming together-



ALTERNATE COVER FROM THE THUNDER GOD AMADIOHA#1



IRETI BIDEMI #3 MAIN COVER

-to uplift a common goal. The many languages and tribes represented by the Comic Republic Universe of characters, and also by the people of Comic Republic, are, we hope, a glowing example of just what the people of the world can achieve when the lines that separate them disappear, and they come together as one. Thus it is that we invite you into the Universe of Comic Republic, one where multiple realms exist not as quantum timelines, but as different perceptions of a shared reality. Where African folklore meets modern life.

THIS CHARACTER BIBLE HAS PROVIDED PROFILES OF 26 OF OUR CORE HEROES IN THE COMIC REPUBLIC UNIVERSE. IT SHOULD BE NOTED THAT IN ADDITION TO THESE HEROES, THERE ARE ADDITIONAL CHARACTERS SERVING AS "VILLAINS" AS WELL AS OTHER SUPPORTING CHARACTERS IN THE COMIC REPUBLIC UNIVERSE, ADDING UP TO A CAST OF ABOUT A HUNDRED SEPARATE CHARACTERS THAT HAVE PLAYED SIGNIFICANT ROLES IN A NUMBER OF COMIC REPUBLIC TITLES AND PUBLICATIONS. THESE CHARACTER PROFILES WILL BE FULLY REVEALED IN FUTURE PUBLICATIONS OF THE COMIC REPUBLIC CHARACTER BIBLE."



PRISON OF THE EIDOS- ERU #4



CREATIVE PROCESS

There's a lot of abstraction, brainstorming, conception, first writing, screening, plotting, and script writing during my process.

AKINTOBA KALEJAYE-
WRITER

I normally research a plot outline, then I expand it into a prose synopsis. This synopsis is then rendered into a weighted summary, which can be translated into a script with authentic African dialogue.

WALE AWELENJE-
WRITER

My process involves me watching YouTube video tutorials for long hours and then going ahead to apply what I have learned to my own work.

MICHAEL BALOGUN-
COLORIST

Firstly, I read the script, then I watch movies for inspiration and gather references. I start with lines for composition, then I flatten the lines and add colors for overall tone and then I finalize with effects.

SAMUEL IWUNZE-
ARTIST

I browse the internet for photographic references of scenery and lighting, before I begin any artwork or project. I also go on YouTube and watch some art tutorials whenever I feel stuck.

EUCHARIA WANOGHO-
COLORIST

I love to read, research and then reconstruct old ideas in new ways. I'm always asking myself, "what if I!"

TOBE EZEUGU-
ARTIST



CREATIVE PROCESS

I love listening to good music alongside a hot cup of coffee. The choice of music depends largely on the type of project I'm working on at the time. I also like to isolate myself while I work.

YUSSUF ADELEYE-
ARTIST

I love to read previously released comic book issues to bring myself up to speed. I then look up materials like Japanese manga to further align myself with the task I am about to embark on.

XAVIER IGORODJE-
WRITER

I visualize how I want my artwork to look like in full detail in my mind. After getting references online I pray to God to guide my strokes then I start pencilling while listening to music.

EMMANUEL OZOR-
ARTIST

Honestly, I strongly believe that there is no such thing as a creative process. There is only creation. So stop reading this and stop trying to think like everyone else.

CASSANDRA MARK-
COLORIST

I normally go through a spark phase of curiosity, research and study, the confluence of my discoveries, and the genesis of my creation.

EMMANUEL KAYEMBE-
GRAPHICS DESIGNER

My process involves reading the script/story, brainstorming with the writer, thumbnailing, gathering references to aid depiction, sketching and finally, detailing.

STANLEY OBENDE-
ARTIST

TITLES



For thousands of years, the people of Oyo were defended by incredible individuals known only as Warriors. This is the story of Dayo Darawu, who defies his cursed birth to take on the Trials, and claim his place among them!



Every hero has a story. This is the history of the man known as Tunde Jaiye, and how he came to be the hero known as Guardianprime.



Before Bidemi, there was Moremi; Ireti, born of gods and humans, rises to the responsibilities of her divine and royal heritage, and steps forth to secure the future of all humanity.



Join the wacky, crazy adventures of the Comic Republic heroes in hero city. There is never a dull moment when it's time to save the day.

TITLES



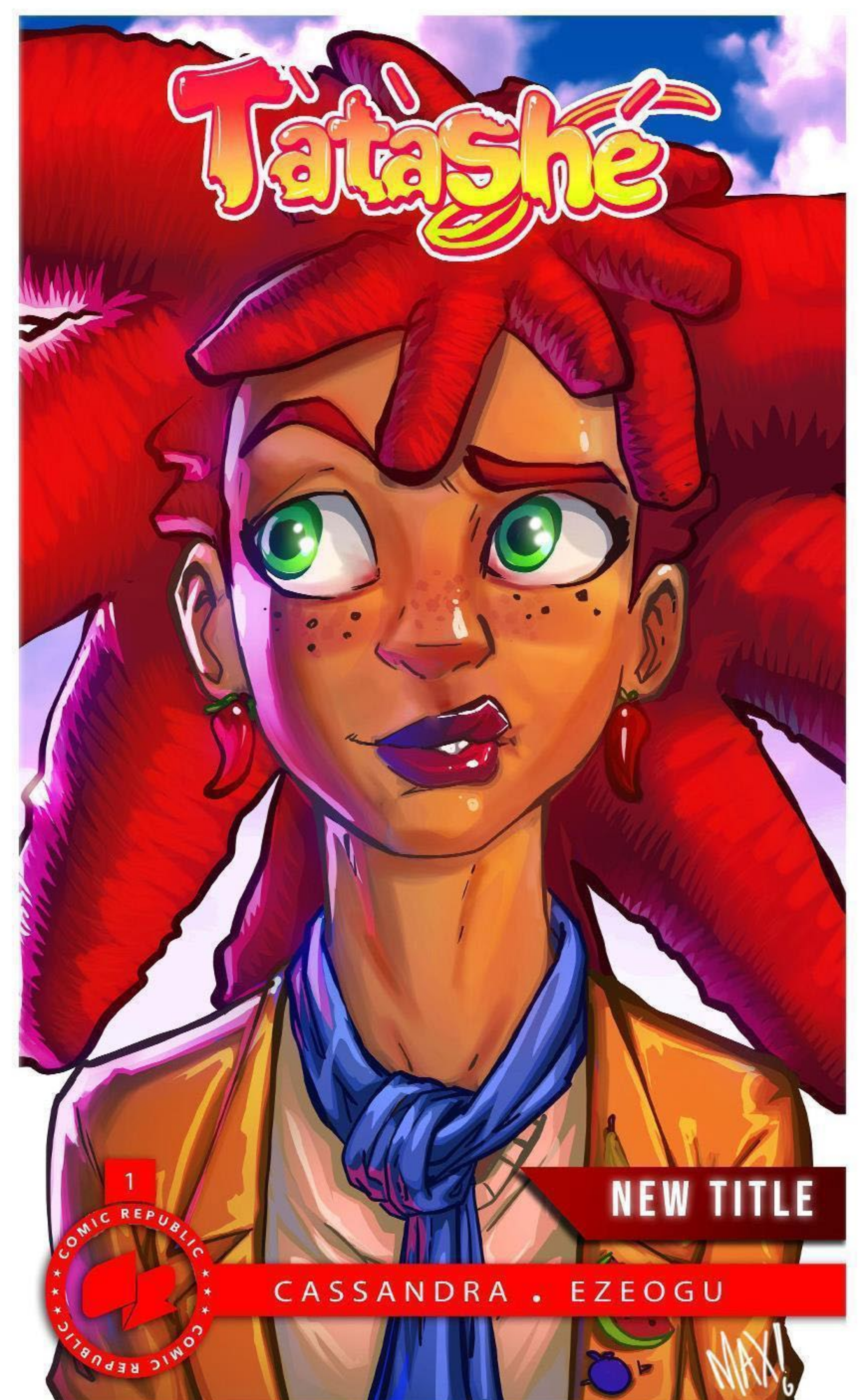
Eric Kukoyi is centuries old with more than a thousand names and forms. He lives a life unlike any other as the vessel of the entity of fear. The people of the land he now calls home, call him Eru.



Maduka, a boy born without the magic (Ora) that courses through the very nature of all things in Ala, attempts the impossible. A path that will change the world and those around him forever- the path of world domination.



In an era of change and upheaval, a group of super powered teenagers will join forces to make this change be for the better, and to usher in a new generation of heroes.



Tatashé is the tale of an eponymous, female protagonist on a journey in search of friendship and adventure, on the mysterious food planet, Almonia.



TITLES



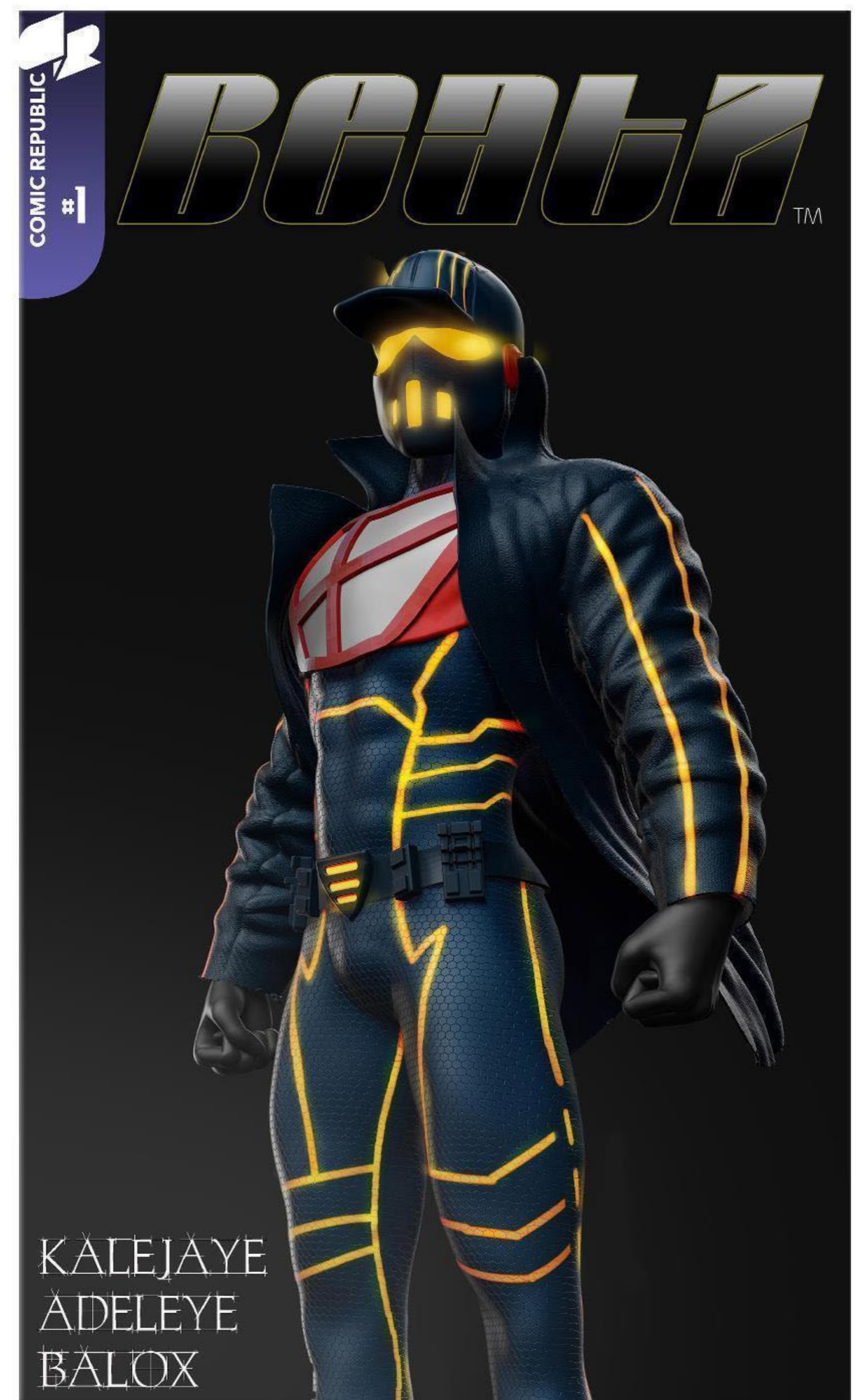
Since time began, Kamalu ruled over Eluigwe and the Alusi as Amadioha, worshipped as a god and revered as a king; and then, he mysteriously vanished.



The gods have existed before measured time, as have prophecies foretelling the actions of the Visionary—a being of immense power. This is a tale of one boy's struggle to find his destiny.

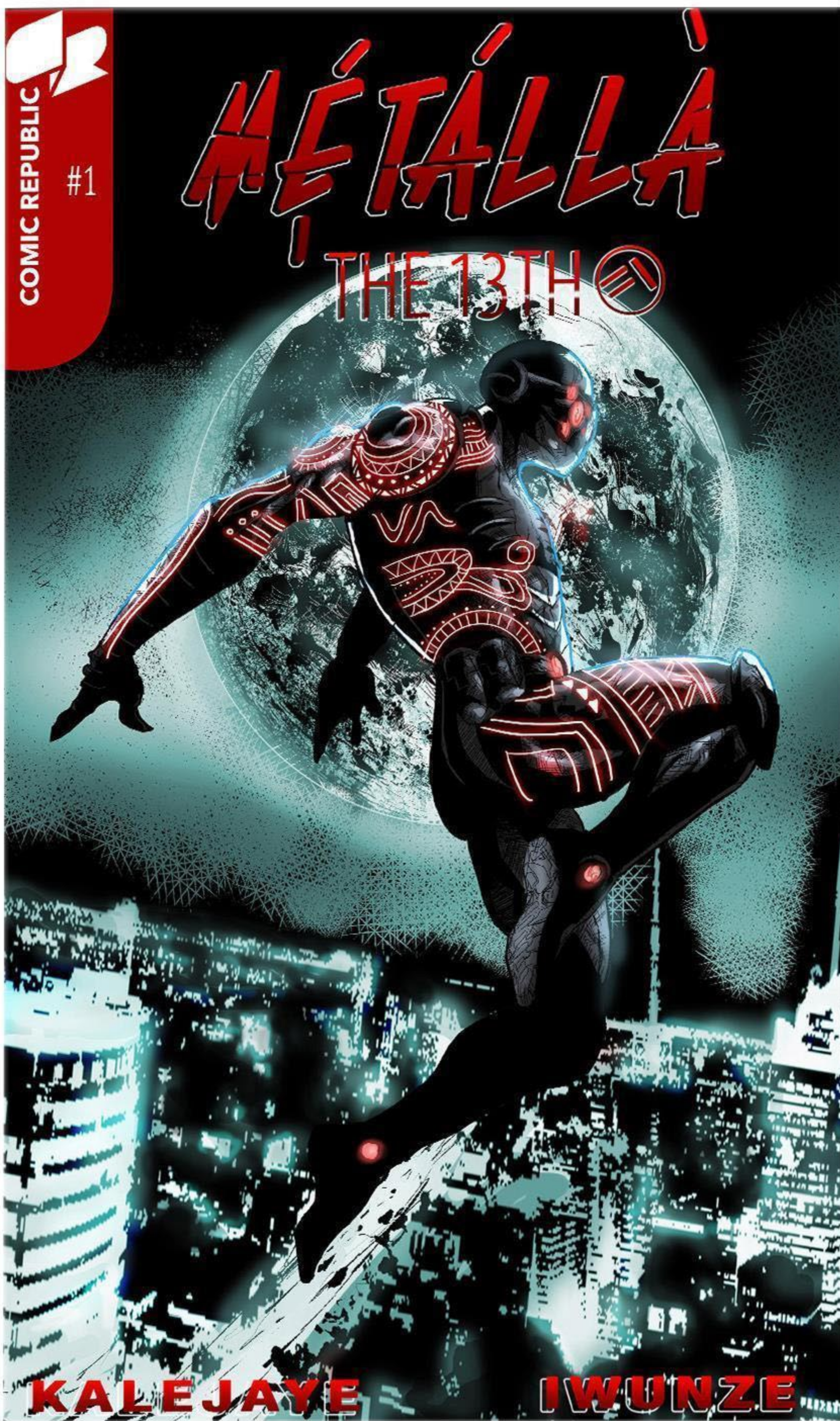


When Bidemi Ogunde inherits an ancient power, she realizes that there are evil forces rising; forces that would greatly affect her and everything she cares about...



DJ Sose is Beatz! He believes that he is no hero, and wishes for no accolades. This is his journey as he battles those whom abuse their power over those who cannot fight back- to him, they are no more than Bullies.

TITLES



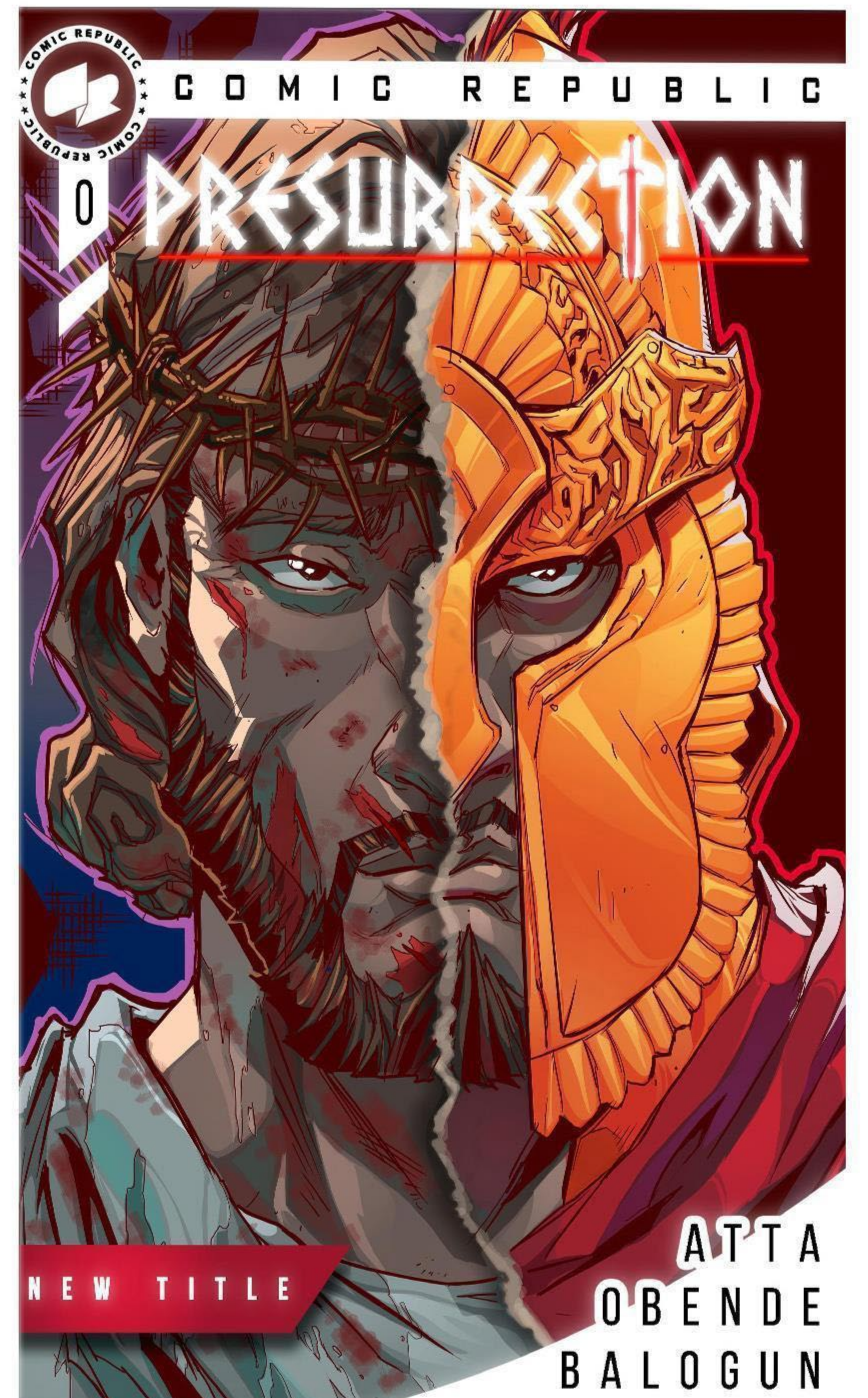
What happens when a group of young Nigerians come together for a common cause? Justice first...but, vengeance will suffice, if that's all that's left. This is not one person's story- it is our story.



A story traversing multiple realities, telling of Avonome's journey to save the universe from its most potent enemy, Ash Razak.



In the aftermath of the Great Galactic War, it is up to the Galactic Core to uphold peace and justice across all of space.

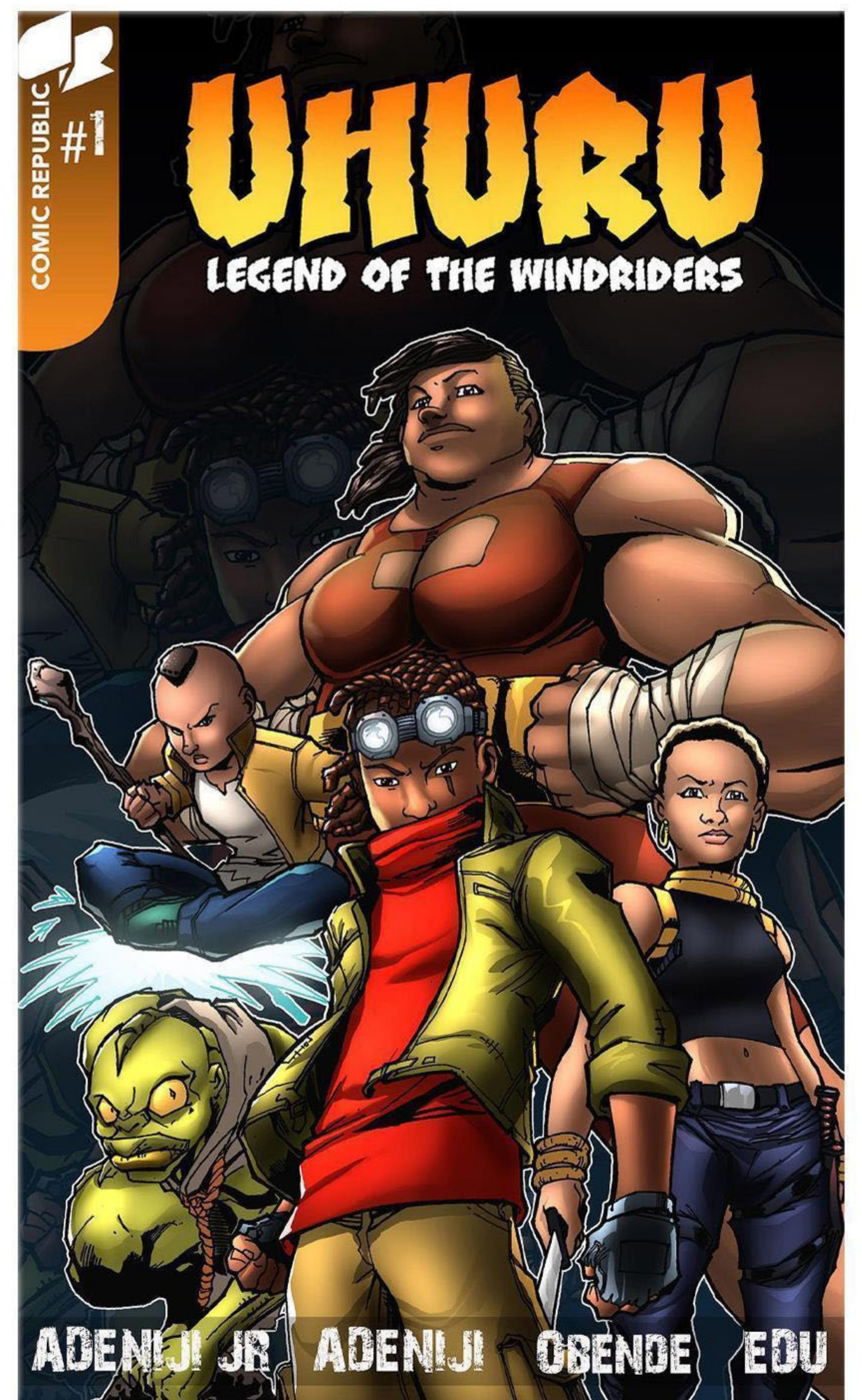


In the beginning was the Word, and the Word was with God, and the Word was God.

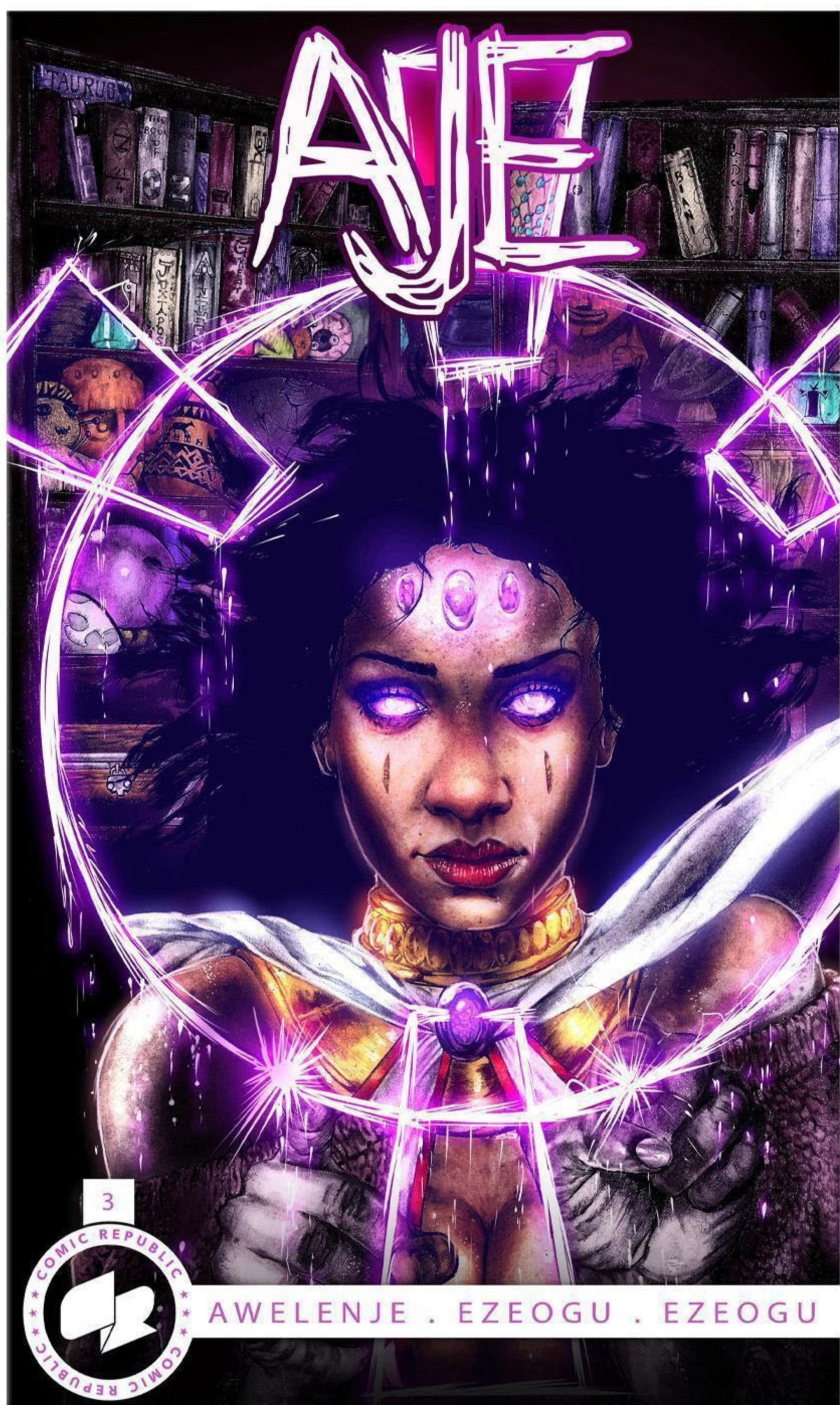
TITLES



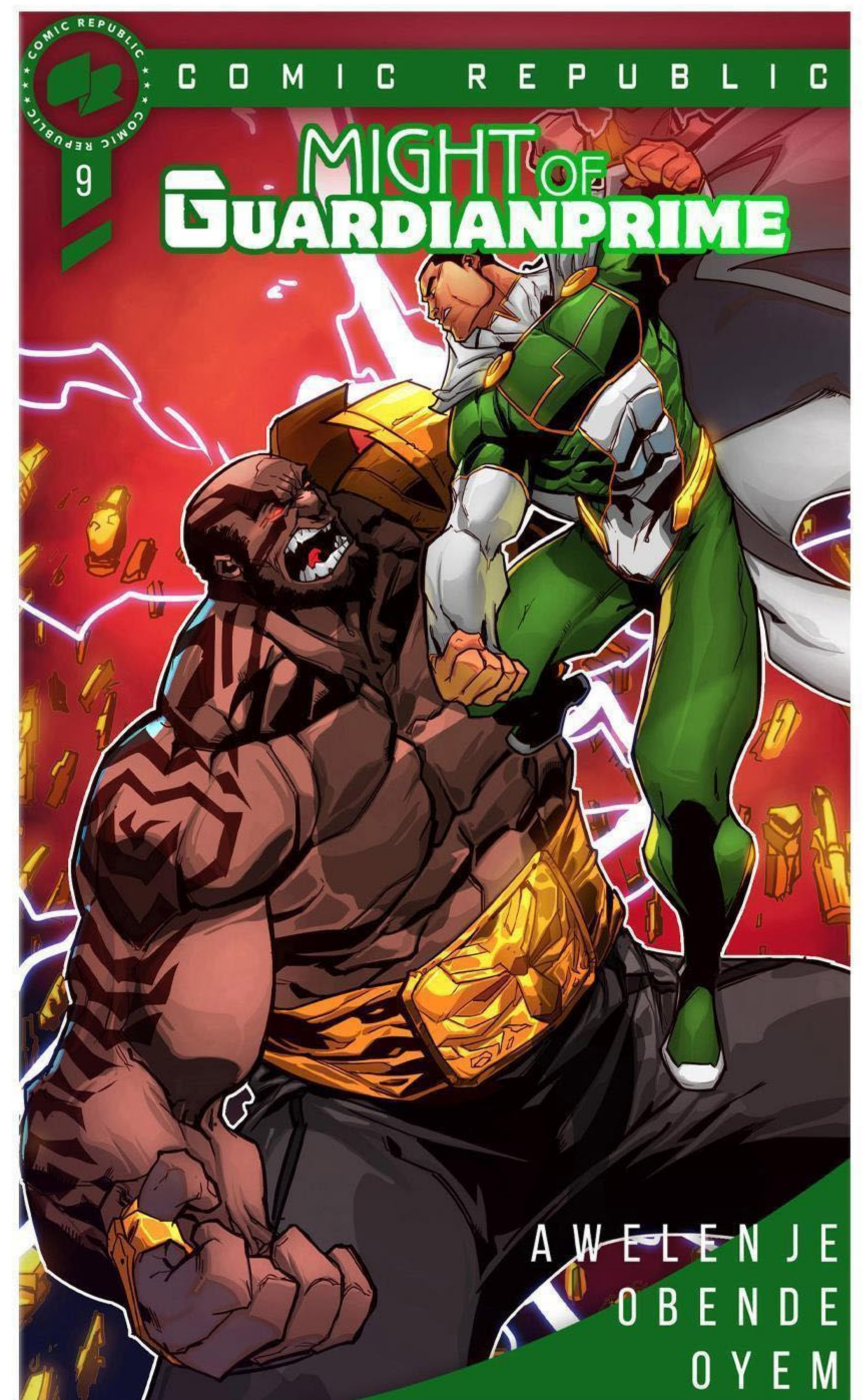
Join your favorite super heroes on the football pitch as they cheer-on the Super Eagles in our World Cup themed comic book series powered by Aviva.



After mankind squandered the gifts of the Earth, the Windriders gave us a second chance through the sigil of freedom; Uhuru. Now long since lost, mankind risks slipping back into the darkness- unless new Windriders can arise.



In a story that blends the past, present and future, a struggle to save an ancient tradition from the doom of witchcraft, falls to the ancient Queen of the Aje and her modern descendant, Teni Faloni.



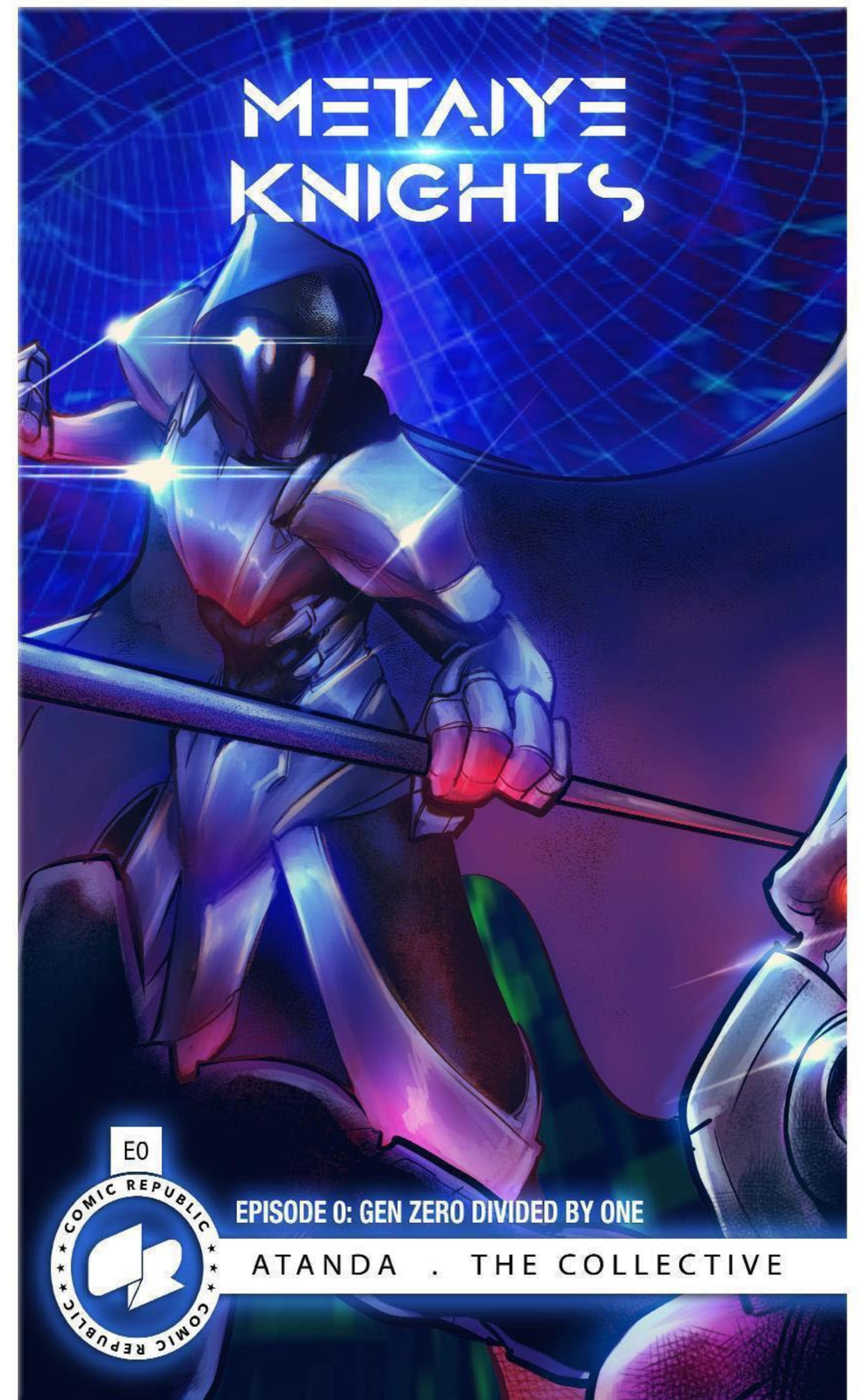
These are the chronicles of Guardianprime's challenges; his finest and most desperate hours. His deadliest foes. The battles that pushed him to, and beyond, his limits.



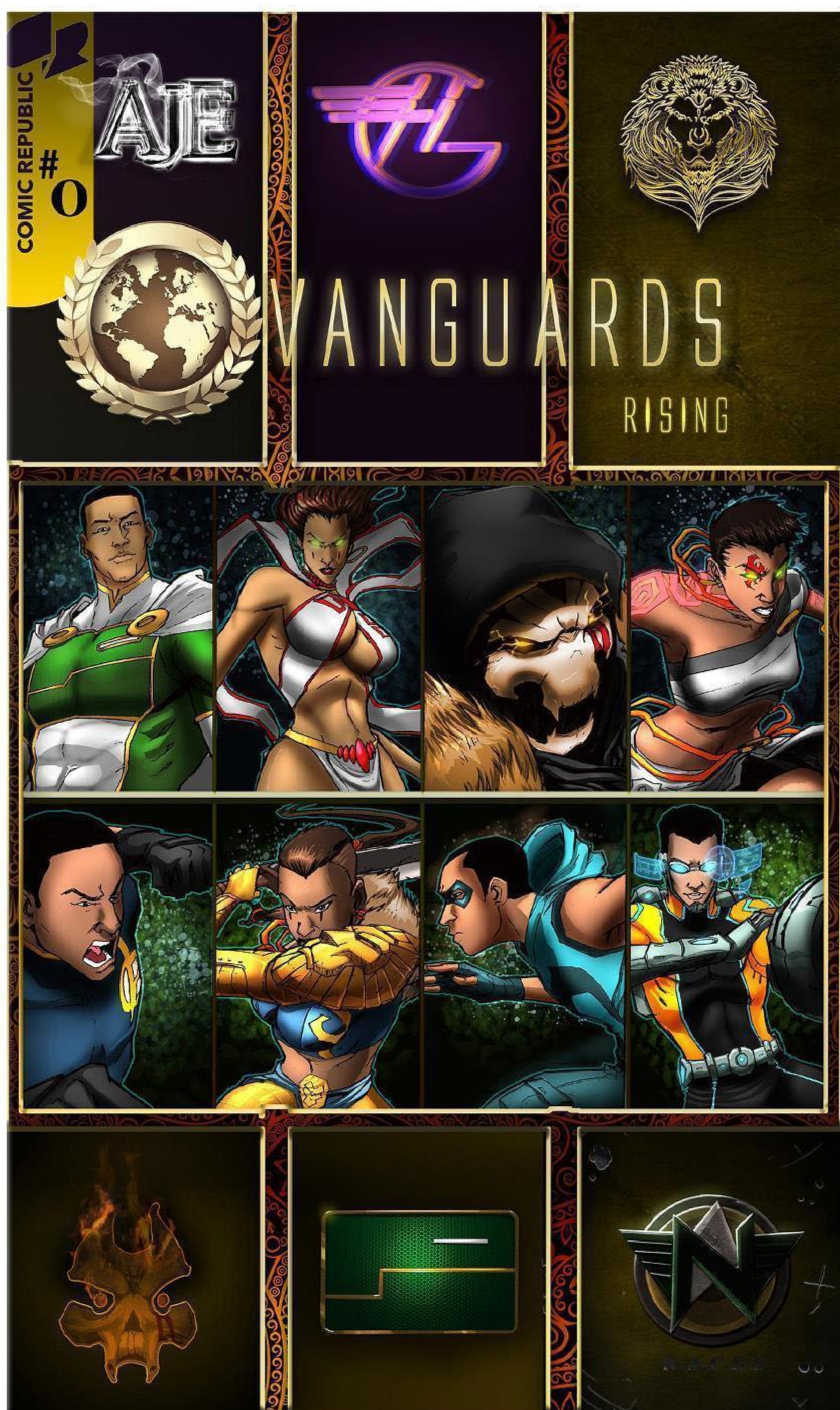
TITLES



An ancient story was handed down from generation to generation. A story about Ajule, its heroes and heroines and how they intervened with Agbaye, the Universe. Itan is the story- the story of "what was" that birthed "what is".



A digital realm, awaiting discovery, lies beyond the physical world of Digiterra. A realm where there is an ongoing battle for the control of the physical world.



As ancient secrets unravel and hidden powers come forward, new dangers are unleashed. Keeping us safe, at the forefront of our defence, stand the Vanguards, heroes, each with their own story; stories that cross during crisis.



REAL NAME: Teni Faloni

OCCUPATION: Student, Reincarnated Queen of the Aje

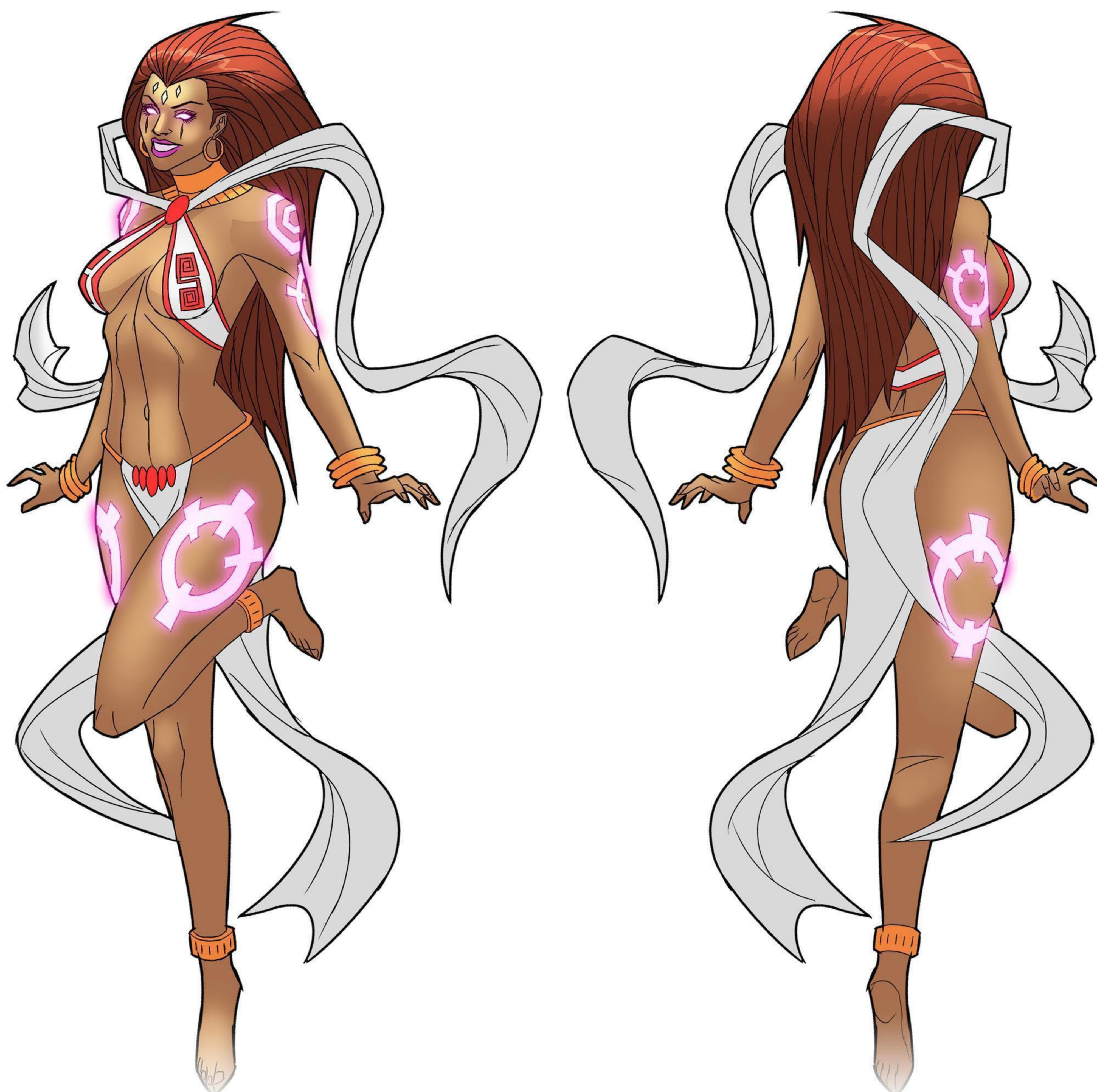
FAMILY: Femi Faloni (Father), Fiona Faloni (Mother), Jimi Faloni (Brother)

BASE OF OPERATIONS: Professor Oluwashola's mystical office

ARSENAL: Powerful magic, artifacts, and the help of her familiars

DISGUISE: Transformation into an ancient, elegant form

APPEARANCE: Lighter skinned with straight hair- naturally black but usually dyed. Dresses normally as Teni, transforms into an ancient form with decorative scars on her cheeks and glowing eyes.



BIO

Teni Faloni is the beautiful daughter of a wealthy Nigerian, Femi, and his Irish wife, Fiona. She's not merely of mixed heritage; she is also the result of a forbidden union between a member of the ancient Yoruba Ifa Priests, and an even more ancient order of powerful women, known as the Aje (Ah-Jeh); making her, by birth, an "abomination" or "Irira-Aje". In ancient times, the Aje were granted special powers and responsibilities by the First Race. Unfortunately, with colonization, and the destruction of the old ways, the Aje have degenerated into witches, and the Ifa to charlatans. Teni, discovering that she is also the reincarnation of the last queen of the Aje, Orishabunmi, fights to restore the old ways and to fulfil an ancient prophecy, as Aje.

ABILITIES

As an Aje, Teni can cast telekinetic spells called Ibeere (requests). She can also bond with an Ifa Priest, granting him incredible fighting ability. As an "Irira Aje", she can cast both Adura (prayers) and Epe (curses) with equal deftness.

AMADIOHA



REAL NAME: Kamalu
ALIAS: Amadioha, Stormfather, Kalu Akanu
SPECIES: First Race, Alusi
AGE: Unknown
HEIGHT: Unknown
WEIGHT: 300lbs
EYE COLOR: Brown
SKIN COLOR: Brown
PLACE OF BIRTH: Eluigwe.

AMADIOHA



BIO

Kamalu, the first and only thus named, is an elder of a race of beings that the world perceives as gods; a race known as the Alusi. Long ago, Kamalu ruled over the exalted realm of Elu-Igwe as Amadioha, god of thunder and storms, until he left. Kamalu, now Kalu Akanu, has left the life and seat of Amadioha behind in pursuit of an average life among humans. Now, he lives on Earth with his daughter, Amarachi and his familiar, Egbede.

ABILITIES

Amadioha is blessed with the physiology of the first race, plasma manipulation and generation, energy generation and manipulation through his familiar and the mastery of the most arcane arts of the elder Alusi.



REAL NAME: Avonomemi Hilda Moses

OCCUPATION: Student

AGE: Unknown

HEIGHT: 6.0

FAMILY: Pastor P. Moses (father)

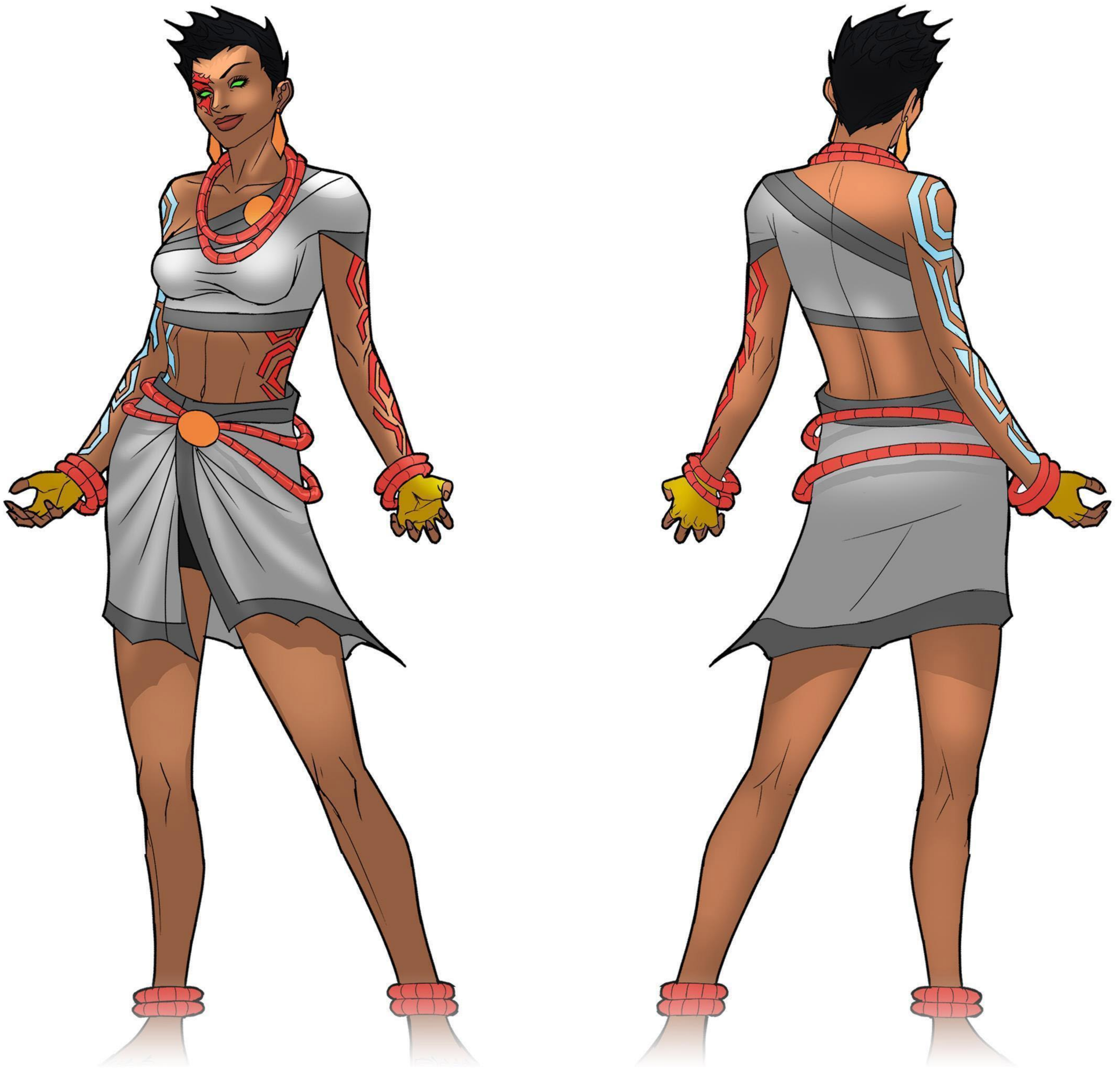
BASE OF OPERATIONS: Unknown

DISGUISE: none

MARTIAL ARTS: None

APPEARANCE: Traditional clothing, glowing face and body tattoos.

AVONOME




BIO

Avonome is the adopted teenage daughter of Pastor P. Moses. Avonome's true origins however lie far south in the ancient Kingdom of Benin. In the year 1937, a teenage Avonome disappears from her Tribe in ancient Ighara, only to reappear in a cemetery in present times with no knowledge of her past, a mysterious shape shifting companion and an unbelievable gift - the ability to see and bend spirits to her will. Now in Lagos, Avonome makes friends, slowly learning the boundaries of her gifts which will inevitably take her on a journey towards self discovery, unleashing ancient enemies as she seeks to remember her past and save the universe from its most potent enemy yet - Ash Razak.

ABILITIES

Avonome's powers issue as a result of a fearsome relic she has implanted in her soul – a relic called the Catalogia, home to supernatural creatures, or spirits, over which she has dominion, thus gaining potentially limitless power.



REAL NAME: Thomas Amar-Aigbe (DJ SOse)
OCCUPATION: Dj, Studio Engineer, Musician
SPECIE: Homo-Variant
AGE: 28
HEIGHT: 5.9 
FAMILY: Dr Tayo Ranmilowo
BASE OF OPERATIONS: Unknown
DISGUISE: The Soundblaster Nano Suit
MARTIAL ARTS: None
APPEARANCE: Hood, Trendy clothing, Face Cap, Face Tattoo



BIO

Thomas Amar-Aigbe, also known as Sose, is a Nigerian man who was born with the rare condition known as Synesthesia. Considered a freak by his peers, this led to him suffering at the hands of bullies during his childhood. On turning 24, his condition changed drastically, his body beginning to emit a constant wave of destructive soundwaves. His inability to control his evolved powers compelled his best friend Tee (Dr Tayo Ranmilowo) to create the "Soundblaster Suit". This suit, made up entirely of Nanite "Nanobites" constantly keeps Sose's power under check, and helps direct his powers. Sose decides to use his powers to help those in need and, in his words, to "stop the bullies in the society."

ABILITIES

Beatz can manipulate and generate sound waves. He also exhibits a special form of Synesthesia, that enables him to see sound in colour.



REAL NAME: Tinuke Tinubu

OCCUPATION: Student, Descendant of the Iyalode, Madam Tinubu

FAMILY: Tolulope Tinubu (Mother)

BASE OF OPERATIONS: Surulere, Lagos

ARSENAL: Hydrokinetic powers

DISGUISE: Various outfits in Oshun's colours

APPEARANCE: Lighter skinned native lagosian with kinky hair usually worn in natural styles or plaited. Typically dressed casually but with a preference for colours yellow, green and blue, as well as headscarves.



BIO

Tinuke Tinubu has had an affinity to water, and the ability to command it with her mind, for as long as she can remember. As a young child, she saw a vision of the future that filled her with dread- her beloved city, Lagos, destroyed by a supernatural army from the sea. Told stories by her mother of her origin as a gift from the river goddess, Oshun, she has grown up unable to shake a sense of responsibility for one day, using her powers to defend everything she holds dear.

ABILITIES

BooTinu's powers are hydrokinetic- she can manipulate and command water in massive volumes or with precision. She also possesses a magic mirror- a gift from Oshun

BUSH BABY



NAME: Bush Baby
ASPECT OF UHURU: The Jungle
PRECURSOR WINDRIDER: Jungle Father
AGE: 13
HEIGHT: 5'6

BUSH BABY



BIO

Bush Baby is one of five "gifts", children thought to be a resurgence of the "Windriders", ancient heroes that led humanity through the grim aftermath of an apocalyptic catastrophe.

He is connected to the forest, and was cast out of his jungle dwelling family due to his mutated appearance. Moon Sage recruited him to the new windriders, believing him to be the reincarnated "Jungle Father", king of beasts and master of the forest.

ABILITIES

Bush baby's connection to the jungle gives him an affinity for wild animals- an ability to tap into their instincts and use them himself, and to communicate on an intimate level with both flora, and fauna



REAL NAME: Danmole Ajanaku

OCCUPATION: Akoja (acolyte) Ijakadi

AGE: 15

HEIGHT: 5'6

BASE OF OPERATIONS: Iganle- (Ondo State, Nigeria)

ARSENAL: None

DISGUISE: None

MARTIAL ARTS: Ijakadi

APPEARANCE: medium height, Afro Hair Style, Green T-Shirt, Purple pants. Ijakadi Traditional outfit (Igaradi)

DANMOLE



BIO

Danmole Ajanaku is the Second Child of Dawodu Ajanaku, a master of the ancient Yoruba martial art of Ijakadi. Dawodu managed to teach Danmole two forms of Ijakadi. Unfortunately, tragedy struck. Dawodu, and Danmole's older sister Tumbi, were killed by a group known as "The Law of Truth (Otito Gbogbo Nkan)". He survived alongside his younger sister Funto. After this nightmare, the youngsters were taken by their Grandmother, the Elder Omisefun Ajanaku, to their Magical Hometown in Nigeria's Ondo State, Iganle- a place also known as "Ile Egan, Home of the abhorred". Danmole, the reincarnation of the god of hunters, Oxossi, is destined to be the titular Visionary. He does not seek to battle evil, but he will not be docile in the face of it.

ABILITIES

Oju Ayanmo - The Eye of Destiny: The ability to see the true nature of everything, even reality itself. Acolyte (Akoja) of the ancient art of Ijakadi. Untapped Magical Energy

DAYO DARAWU



REAL NAME: Dayo Darawu.

OCCUPATION: Trainee Warrior.

FAMILY: Kayode Darawu (Older Brother).

BASE OF OPERATIONS: Katunga, Old Oyo.

ARSENAL: Ancient Spear, Ajapa Oloko.

DAYO DARAWU



BIO

Dayo Darawu was born with natural dreadlocks, or "dada", a sign that he was cursed by the gods. As a result, he was shunned by his foster parents, while they lavished attention and love on his older brother, Kayode, considered to be the foretold "chosen one". Kayode soon proved himself by becoming the youngest ever candidate to complete the grueling "Trials", tests of prowess that serve as a ritual to create the proud and powerful defenders of the land known as "Warriors". Determined to prove that he can become a warrior too, Dayo embarks on an unsanctioned quest to complete the trials, and to do his part to defend his people.

ABILITIES

Dayo has successfully completed early trials that require him to locate a spirit tree and fashion a spear from its tree trunk.

He has thus obtained the spear "Ajapa Oloko", which is attuned to lightning, granting him explosive electrifying power.



REAL NAME: Elijah

OCCUPATION: Prophet.

DISGUISE: None

APPEARANCE: Medium height, bald and bearded, burly build with strong facial features. Stately gown and robes with light brown arm bands while in paradise. Full armor with the same arm bands while in battle.

WEAPONS: A cloak or mantle that is impervious to all attack. A great sword.



BIO

Elijah faced down and defeated Jezebel, Ahab and many other proxies that Lucifer used to lead the Israelites astray into the worship of false gods, chief of which was Ba'al. He didn't die but ascended to Paradise, alive. He and Enoch are the only two humans to evade death and not be touched by Sheol.

ABILITIES

Superhuman speed and the ability to conjure and control fire.

ENDURAM ZERO



REAL NAME: Qaltar Zhan
SPECIES: Human (Koron Physiology)
AGE: 175 (looks in his early 40s)
HEIGHT: 6'5"
WEIGHT: 213lbs
EYE COLOR: Hazel Blue
HAIR COLOR: Silver Blonde
BASE: The Zahara Aja, Core Prime (Galactic Core Headquarters)
ARSENAL: Omni-suit, Trans-blade

ENDRUMM ZERO



BIO

A Koron from the planet Koros, Qaltar Zhan belonged to the elite warrior group known as the Endrumm Guardians. Selected and trained from birth by the Zeon Triune, he upheld peace and justice throughout the Galaxy. Following the Hellax War, thousands of Endrumm Guardians perished. Now, Zhan serves the Galactic Core as the only survivor of his order, going by the codename Endrumm Zero.

ABILITIES

As an Endrumm Guardian, Qaltar boasts enhanced swordsmanship, strength, speed, reflexes, stamina, durability and limited cosmic awareness.



REAL NAME: Unknown

ALIAS: Eru, Iberu, Kukoyi, Composer of screams, Shadow king, Master, Dracul

SPECIES: Eidos

EYE COLOR: yellow

HAIR COLOR: black, grey

SKIN COLOR: brown



BIO

Eric Kukoyi is not a normal man. He doesn't age or sleep. He lectures at the prestigious Nigerian University of Lagos, also doubling as a part time psychiatrist and parapsychologist. As the vessel of fear, Eric Kukoyi has access to our deepest and most hidden phobias, scares and nightmares. Nothing escapes him. He is bound to haunt the night as a force of retribution.

ABILITIES

Eru can absorb and manipulate pure fear. Possessing a superhuman physique, he also wields arcane powers of sorcery, shape-shifting, shadow manipulation, teleportation, illusion and portal manipulation. He also practices the ancient martial art of Ijakadi.



REAL NAME: Eve

OCCUPATION: Wife, mother, matriarch, Lucifer's prophesied nemesis.

DISGUISE: None

APPEARANCE: Tall with long silver hair. Native American look. Light brown short sleeved top and trousers with light brown arm bands while in paradise. Full armor with the same arm bands while in battle.

WEAPONS: A whip, twin swords and a shield she wears on her back.



BIO

Eve was the first female and Adam's wife; he named her Woman. She was tricked by Lucifer who used her naivety to gain control over Adam and all of God's creation; she was cursed as a result. After the curse God gave her the name Eve, which means, mother of all living things. She lies asleep in Paradise, ashamed of her failing, awaiting her fate.

ABILITIES

Alteration of time and matter, teleportation of self and others, telekinesis, etc. Same as Jesus and the other facets of the Trinity. She gets her powers from her name Eve, but she doesn't know she has them.



REAL NAME: Azon Tak
SPECIES: Ul'tan Human Hybrid
AGE: 32
HEIGHT: 6'2"
WEIGHT: 221lbs
HAIR COLOR: Auburn
PLACE OF BIRTH: Ul'ta
BASE: The Zahara Aja, Core Prime
(Galactic Core Headquarters)
ARSENAL: Omni-suit



BIO

Azon Tak is an Ul'tan from planet Ul'ta. Following the destruction of his planet and his people at the hands of the Hellax Imperium; he was captured, tortured and experimented on in order to be converted into a pawn of the Imperial army. As a result of lethal exposure to Dogun radiation, he now possesses the ability to generate nuclear fire. At some point, Azon escaped confinement and swore vengeance on all Hellax kind. He later allied with the Galactic Core and has joined them fully.

ABILITIES

Fusion's explosive powers include nuclear fire generation, enhanced physiology, fission/berserker mode and pyrokinetic flight.



REAL NAME: Zuberi Obioma
SPECIES: Human
AGE: 44
HEIGHT: 6'3"
WEIGHT: 223lbs
SKIN COLOR: Dark Skinned
PLACE OF BIRTH: N'gai
BASE: The Zahara Aja, Core Prime (Galactic Core Headquarters)
ARSENAL: Omni-suit



BIO

Captain Zuberi Obioma is a human born on the planet N'gai. He was the sole-survivor of a Hellax super weapon attack which wiped out his entire platoon on planet T'Krona. The blast altered his genetic structure granting him the ability to absorb large amounts of cosmic energy which he uses to energize his body and gain superhuman abilities. Presently, Zuberi commands his own strike team on the Galactic Core, going by the codename "Genesys".

ABILITIES

Genesys possesses the powers of energy manipulation, super strength, enhanced speed, stamina and durability. He is also a cosmic battery, with unlimited energy absorption and projection powers.

GUARDIANPRIME



REAL NAME: Tunde jaiye

OCCUPATION: Fashion designer, heir to a great fortune, defender of humanity

BASE OF OPERATIONS: Lagos, Nigeria

ARSENAL: Incredible powers, faithful allies, and faith.

DISGUISE: He transforms into a reflection of his inner self

APPEARANCE: Tall, darker skinned, muscular, and clothed in a green and white costume.

GUARDIANPRIME



BIO

Tunde Jaiye is the brilliant son of General Danjuma Jaiye, and his wife, Ngozi. Brought up under the stern, closed fist of the no-nonsense General, Tunde defiantly clung to his natural compassion and desire to protect the weak, rather than dominate them, as his father tried to teach him.

With the help of the spirit of the Earth herself, Gaya, Tunde discovers that he is the latest in a long line of protectors; The Guardians- beings of incredible power that are raised when humanity needs a saviour. This time, this saviour happens to be Nigerian.

"Guardianprime" is man as the creator truly intended him to be- the fifth element of creation, born to master the earth, air, fire, and water.

ABILITIES

Guardianprime has manifested power over air (speed, flight), water (senses), fire (body heat, flares and fireballs) and earth (strength, toughness and the power to share his toughness) His faith boosts his power.



REAL NAME: Bidemi Ogunde
OCCUPATION: student, heroine, vigilante
AGE: 17
HEIGHT: 5'7 (173.736 cm)
FAMILY: Detective Bayo Ogunde (father), Shola Ogunde (mother), Jayson Ogunde (brother)
BASE OF OPERATIONS: Ibadan.
ARSENAL: Mystical sword, Metallic arm, mystical body armor
MARTIAL ARTS: Parkour, Taekwondo, Capoeira, Judo, Karate, Kick boxing.

IRETI BIDE MI



BIO

Bidemi, an archaeology student of the Ibadan University is a descendant of the ancient warrior princess, Irete Moremi. She gets her powers after she accidentally recites an incantation that was engraved to the stone corpse of Irete Moremi, who had been dead for centuries...

ABILITIES

Bidemi is stronger, tougher, more agile, and faster than most people. She heals quickly and has heightened senses. She also possesses an ancient armour and a grand heritage. She's a martial art enthusiast and has mastered a few over the years.

IRETI MOREMI



REAL NAME: Moremi Ajagunna

OCCUPATION: Princess of the Ile-Ife kingdom

FAMILY: King Ajagunna (Father)

Moranmi Ajagunna (Mother, daughter of Oko, forest spirit, estranged god-daughter of Sango)

Ireti Tolani (Descendant in the far future)

Ireti Deola (Descendant in the far future)

Ireti Bidemi (Descendant in present times)

Iyara (A mystical speaking lion, her adopted brother and confidant)

Lagunna (Her half-brother and nemesis)

IRETI MOREMI



BIO

Moremi was born to Ajagunna, the Lord of Ile-Ife, ancestral home of the Yoruba people of Nigeria. He had for years been unable to conceive an heir, until he came across a woman known as "Moranmi", who it turns out was the half-human daughter of the Forest god, Oko, friend of the mighty Sango.

Together, they had a daughter. When a magical lioness paid homage to Moremi's birth in person, the nation took it as a sign that the next ruler must be the princess.

This caused unrest among traditionalists who believed in a male heir, and a rebellion caused Moremi to flee her home. In exile, Moremi trains with the Amazons of Dahomey, and is granted powerful gifts by the goddess Yemoja himself, including weapons forged by Ogun himself, god of iron and war.

ABILITIES

Moremi, trained by Dahomey Amazons, is a "Loa" and therefore is strong, resilient, and able to wield Ogun's divine gifts; an energy bow, an indestructible sword and a metal arm that serves as a gateway to a pocket dimension

She also practices Ijakadi

JADE WAZIRI



REAL NAME: Unknown
ALIAS: Jade Waziri
SPECIES: Homo-Variant
AGE: 70's
HEIGHT: 5'8
WEIGHT: 132lbs
EYE COLOR: Green
HAIR COLOR: White
SKIN COLOR: Light skinned
PLACE OF BIRTH: Unknown

JADE WAZIRI



BIO

A lot of mystery surrounds the no-nonsense director of the African branch of the United Nations security agency: N.A.C.S.S. Jade Waziri's history is thought to be linked to a rumoured initiative of a colonial precursor to the agency; one that revolved around human trials that ended in catastrophic failure and a huge cover-up, at Nigeria's independence. These trials are rumoured to have been intended to create super soldiers for an as yet unknown reason. If the rumours are true, Jade would be the only known success of that initiative, and would also be over 90 years old, despite her youthful appearance.

ABILITIES

On the surface, Jade is simply the tough-as-nails director of N.A.C.S.S. However, unknown to many, she possesses the remarkable powers of an enhanced super soldier. These may include enhanced longevity and healing; potentially among many others.



REAL NAME: Edith Effiong
ALIAS: Jazz, Juju, Eddy, ED'
SPECIES: Alpha-Sapien
AGE: 15
HEIGHT: 5'6" 
WEIGHT: 140lbs
EYE COLOR: deep purple
HAIR COLOR: brown
SKIN COLOR: light brown
PLACE OF BIRTH: Rivers state.



BIO

Edith is an Alpha-Sapien, one of a new generation of super-powered young Africans. Discovering her powers at a very young age, Edith Effiong was able to manifest her abilities to save her sister from their abusive orphanage caretaker. Now a hero in her own right, Edith joins her sister, Tag, to fight for those without voices.

ABILITIES

As an Alpha-Sapien, Jazz can manipulate and generate energy, creating constructs imbued with a degree of sentience. She is also strong, durable and agile.



REAL NAME: Yeshua

OCCUPATION: Carpenter, Teacher, Healer, Miracle Worker, Savior of mankind

DISGUISE: None

APPEARANCE: Tall with short hair and beard. Tunic while on earth. White short sleeved top and trousers with white arm bands while in paradise. Full armor with the same arm bands while in battle.

WEAPONS: A sword.



BIO

Jesus is the son of God, son of Mary and stepson of Joseph. Sent to earth to defeat Lucifer and free mankind from his reign of terror and death.

ABILITIES

Before glorification: limited alteration of time and matter, teleportation of self and others, telekinesis, etc.

After glorification: Unlimited and unquantifiable versions of the above.



REAL NAME: Maduka Okuaka
ALIAS: Shonekan, Blanc, Snake eyes, Mad-o
SPECIES: Blanc, Human
FAMILY: Papa Ikenna, Abuo, Ano
AGE: 12
HEIGHT: 5ft
WEIGHT: 80lbs
EYE COLOR: Green
HAIR COLOR: White
SKIN COLOR: Brown



BIO

Maduka lives in a world where masquerades, myths and magic are the rule. The masquerades protect the world from threats, seen and unseen. Aspiring to join the masquerades, Maduka seeks to achieve his most outrageous plan; he intends to save the world by taking it over.

ABILITIES

Magical artifacts, Charms, Agility, Genius level intellect, Durability.



REAL NAME: Marcus Chigozie
ALIAS: Maxspeed, Mach speed
SPECIES: Alpha-Sapien
AGE: 16
HEIGHT: 5'5"
WEIGHT: 140lbs
EYE COLOR: Brown
HAIR COLOR: Black
SKIN COLOR: Light brown
PLACE OF BIRTH: Lagos.

MAX SPEED



BIO

Marcus Chigozie's impulsive, hot headed and brash nature doesn't change the fact that he is a hero at heart. Max is the heir to the Chigozie fortune; one of the largest in Nigeria. Marcus seeks to climb out of his family's shadow and make a difference, inspiring a hero generation.

ABILITIES

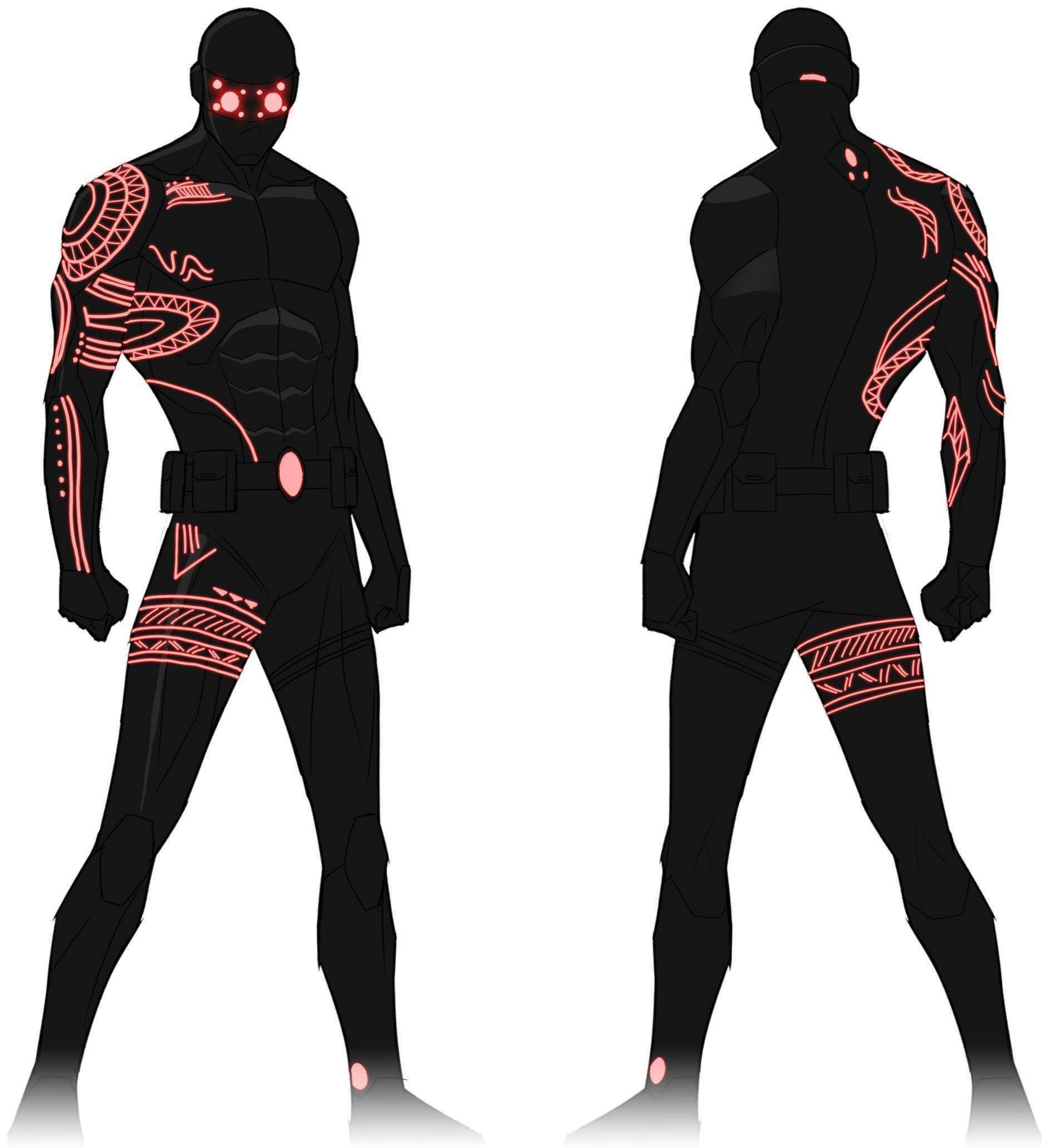
Maxspeed harnesses tachyon energy to achieve superhuman speed. As an Alpha Sapien, he is also durable, strong, and agile. Marcus is also trained in martial arts. Specifically, **Jeet Kune Do**.

METALLA



CODE NAME: Metalla aka the thirteenth
REAL NAME: Unknown
NATIONALITY: Unknown.
AGE: Unknown
HEIGHT: Unknown

METALLA



BIO

An unnamed, unknown organisation exists on the fringes of society. This organisation's purpose is to offer victims of atrocities and unjust acts a choice; one between Vengeance and Justice. This organisation is comprised of 13 operatives, whose methods have convinced world governments and other secret organisations of the false idea that they are a single individual. It is unknown how long they have existed, and how many people have passed through their organisation. However, at every given period, they are 13. The organisation itself has no name. 12 of them work as professionals in various fields staying in the background. At the forefront of operations is the field agent... the 13th.

ABILITIES

The 13th is a Master Martial Artist, Master Marksman, Master Information Extractor and Master Infiltrator.

His suit boasts of augmentation abilities, camouflage, a link to a specialized world-wide network, limited flight capabilities and weapon systems.

MICHAEL



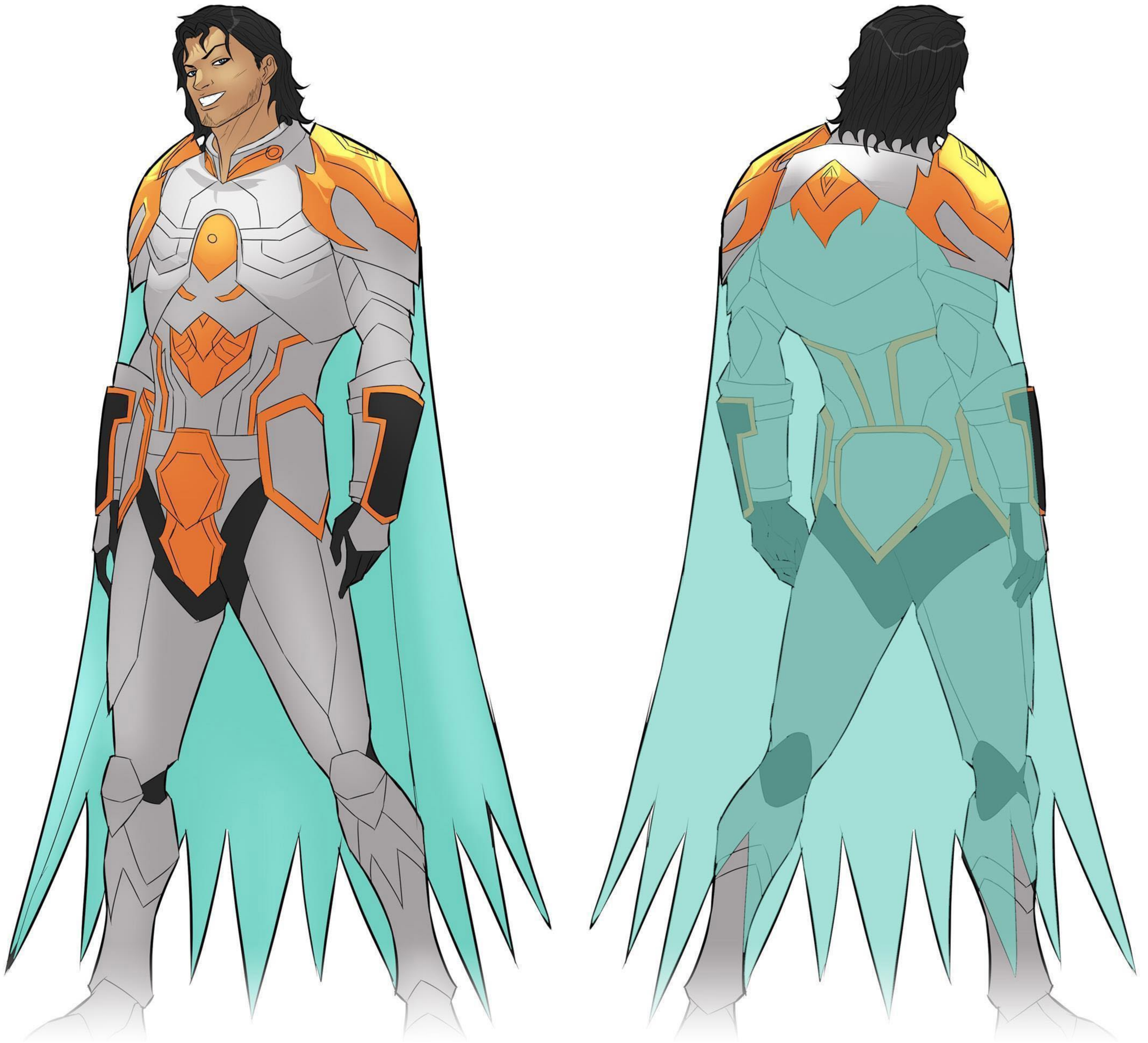
REAL NAME: Angel Michael

OCCUPATION: Archangel.

DISGUISE: Can take on the physical appearance of others (shapeshifting)

WEAPONS: Two great swords

MICHAEL



BIO

Michael was Lucifer's immediate superior before the Fall from Heaven. He taught Lucifer, a master musician, how to fight. He eventually defeated Lucifer and threw him down to Earth after Lucifer challenged Yahweh for the Throne of The Highest Heaven.

ABILITIES

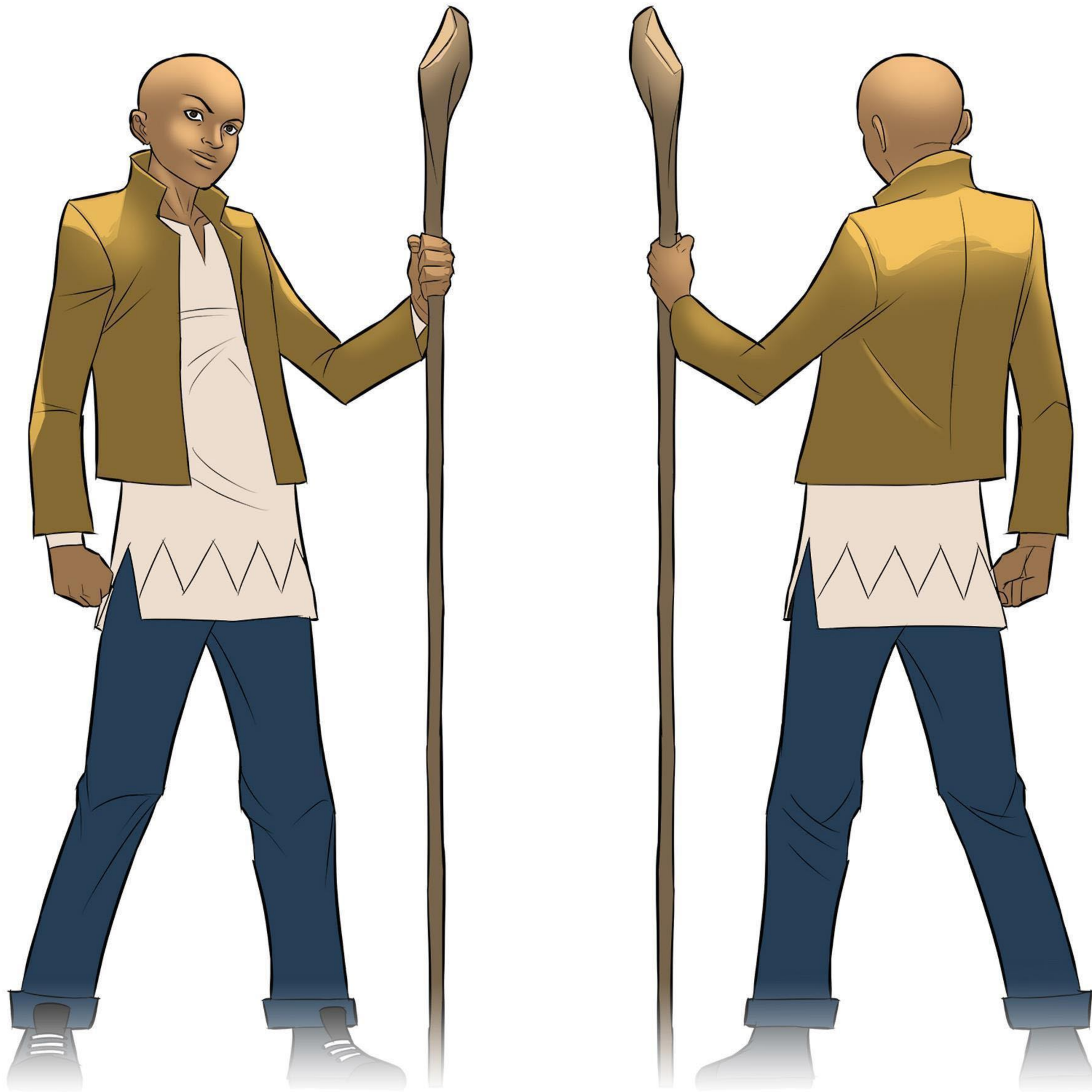
Superhuman strength and speed. Michael can also assume the likeness of anyone he touches.

MOON SAGE



NAME: Moon Sage
ASPECT OF UHURU: The Moon
PRECURSOR WINDRIDER: Moon Wizard
AGE: 11
HEIGHT: 5'4

MOON SAGE



BIO

Moon Sage, grandson of a master of the arcane arts, prodigy and said to be the resurgent Hasken mai Zuwa, has been raised to believe he, as a "gift" of the Moon, is the reincarnated "Moon Wizard", and destined therefore, to find four other gifts, who will become the new Windriders. He sets off on a quest to find the other gifts, and to follow the instructions passed down to him by his ancient family, to restore "Uhuru" and return normalcy to the world.

ABILITIES

Trained by his grandfather in the ancient mystic arts, Moon Sage's mystic sorcery is boosted further by his affinity to the Moon.

He is extremely wise and possesses a powerful staff passed down through his family for centuries.



REAL NAME: Moses

OCCUPATION: Prophet.

DISGUISE: None

APPEARANCE: Tall, slender build. Full head of gray hair and a white beard. Mediterranean look with a walking staff. Stately gown and robes with light brown arm bands while in paradise. Full armor with the same arm bands while in battle.

WEAPONS: His walking staff discharges a tremendous shock wave when struck against an object or adversary.



BIO

Moses was the liberator of Israel from Pharaoh who was just a proxy used by Lucifer to enslave and destroy the Israelites, Eve's descendants, from whom his prophesied nemesis would come. Moses succeeded, angering Lucifer who tried to take his bones after he died to stop him from entering Paradise.

ABILITIES

Can use his staff to manipulate the elements.

NANOBYTE



REAL NAME: Khosai Nil
SPECIES: Argali
AGE: 67
HEIGHT: 7'7"
WEIGHT: 224lbs
SKIN COLOR: Pale Green
PLACE OF BIRTH: Argali-Tu
BASE: The Zahara Aja, Core Prime (Galactic Core Headquarters)
ARSENAL: Omni-suit, nano-machines

NANOBYTE



BIO

Khosai Nil is an Argali from the planet Argali-Tu. He is a master Quantum engineer recruited by the Galactic Core to help develop state of the art weapons and technology. He underwent omni-particle enhancement, granting him the ability to manipulate and control highly advanced nanomachines by touch. At some point, he became a field operative under the command of Genesys and goes by the codename Nanobyte.

ABILITIES

Nanobyte is a technomorph with Accelerated Intelligence, Combat perception, Enhanced Strength, stamina and reflexes.



REAL NAME: Joshua Martins

ALIAS: Nu-Tech, Network

SPECIES: AlphaSapien

AGE: 19

HEIGHT: 6ft

WEIGHT: 160lbs

EYE COLOR: Black

HAIR COLOR: Black

SKIN COLOR: Dark Brown

PLACE OF BIRTH: Lagos



BIO

Good-natured, jovial Joshua Hakeem Martins, always wanted to fight for the right cause. Growing up, he championed various human rights courses as a precocious young hacktivist. On developing his technopathic abilities, he quickly put them to use as the underground grey hat hacker known as Network, taking down extremists, trafficking rings, and corrupt government officials with his growing arsenal of self-built technology. After joining Powerbox's team, Joshua takes on the alter ego, Nu-Tech, to be the hero he always wanted to be.

ABILITIES

Nu-Tech's powers are a form of biomagnetic psychokinesis that manifests as an ability to build and control electronic and mechanical technology. Tongue-in-cheek terms he uses to self-describe include teletechnopathy, cyberpathy, and teletechnokinesis.

ORISHABUNMI



REAL NAME: Orishabunmi

OCCUPATION: Queen of the Aje

FAMILY: Adeptus (Conor Cavanagh), spouse

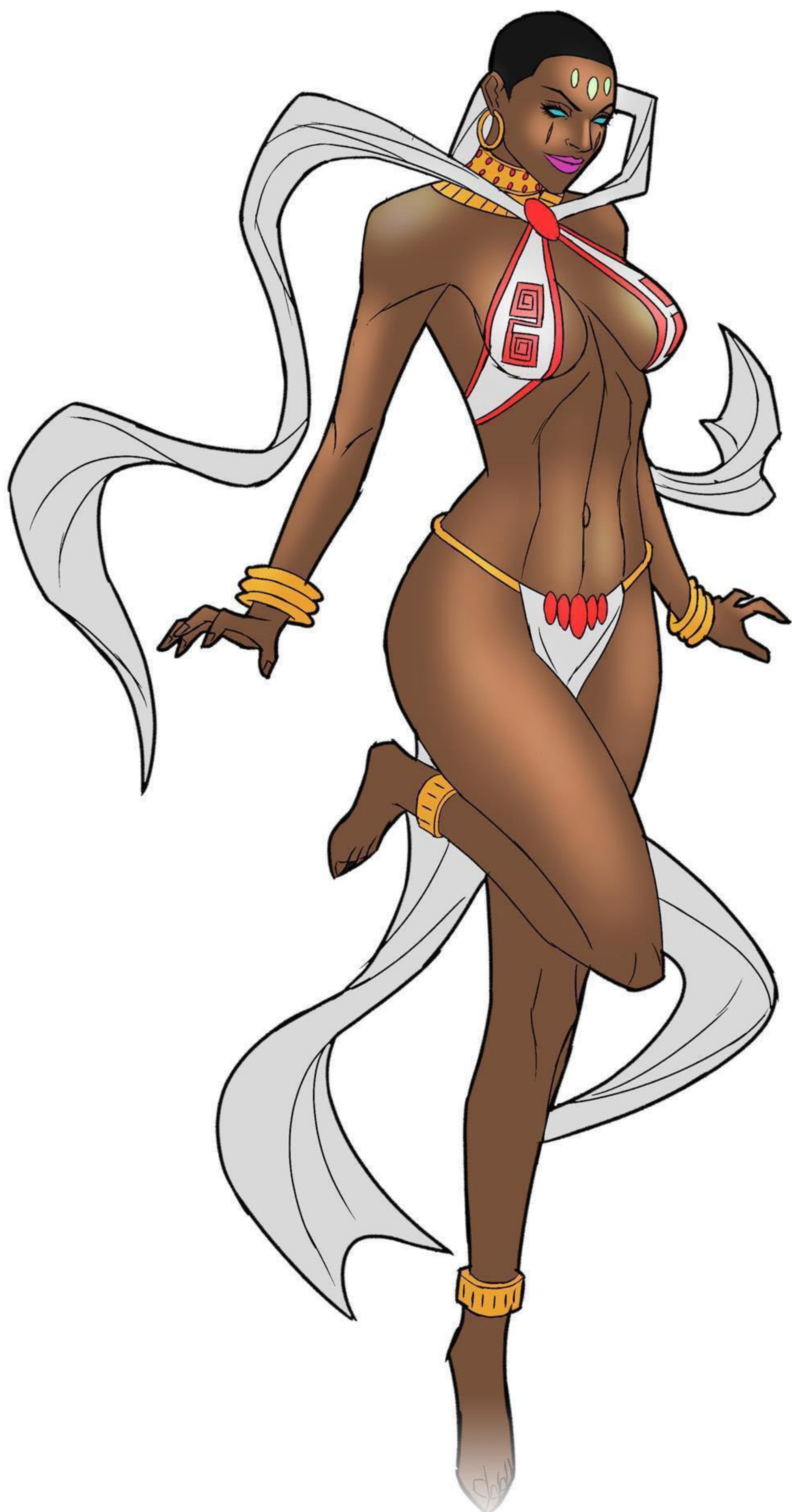
BASE OF OPERATIONS: Colonial Nigeria

ARSENAL: Powerful magic, artifacts, and the help of her familiars.

DISGUISE: Transformation into an ancient, elegant form

APPEARANCE: Darker skinned with short black hair. Transforms into an ancient form with decorative scars on her cheeks and glowing eyes.

ORISHABUNMI



BIO

Orishabunmi was the last queen of the Aje, an order of women entrusted with the power to protect and guide humanity by the ancient Yoruba goddess, Oshun. Gifted with the powers of foresight, Orishabunmi realised that a dark future was coming and also that the colonisation of the Yoruba would mean the fall of the Aje to witchcraft. Thus desecrated, they would be unable to save humanity- and thus she resolved to preserve the gift of her bloodline by leaving for Britain with Adeptus, a holy warrior and witch hunter with whom she settled down. Centuries later, on the eve of the prophecy, Orishabunmi planned to return, reincarnated, to restore the Aje to their prominence and avert an unspeakable catastrophe.

ABILITIES

As an Aje, Orishabunmi can cast telekinetic spells called Ibeere (requests)
She can also bond with an Ifa Priest, granting him incredible fighting ability
As a light-aligned Aje, she can cast Adura (prayers) with more success than Epe (Curses)



REAL NAME: Huisi (Oxossi)

OCCUPATION: God of Hunters

AGE: Unknown

HEIGHT: Unapplicable

FAMILY: Unknown

BASE OF OPERATIONS: Unknown

MARTIAL ARTS: Ijakadi

APPEARANCE: Red hooded cloak, Armored right arm, Armored lower body, Armored left Eye



BIO

Oxossi's story begins with Huisi, an orphan, born under a bad omen. Delivered stillborn, the Yoruba Irunmole (Celestial) known as Obatala approached his parents, and struck a deal with them. The deal which would link Huisi's fate to Ase (The personification of Destiny). At the age of 20, Huisi found a woman lying half dead, by a river. He nursed her back to health and they fell in love. This woman would turn out to be Oya – wife of Sango, god of thunder, who was fleeing from her husband. In time, Sango would discover Oya in Huisi's absence. Consumed by jealousy, Sango then waited for Huisi's return, allowing him to bear witness to his lover's death before killing him as well. From that moment, Huisi died, and Oxossi, the god of hunters arose.

ABILITIES

Master (Akoni) of the ancient art of Ijakadi. Oju Ayanmo - The Eye of Destiny: The ability to see the true nature of everything, even reality itself. Through Itosona (Direction), his familiar (Ajija the Dust Devil)'s power, Oxossi never misses his target.



REAL NAME: Toye Oluwadare
OCCUPATION: Soldier, Public hero, Military personnel, Vigilante
AGE: 23
SPECIES: Alpha-Sapien
HEIGHT: 5'9 (173.736 cm)
FAMILY: Foster home
BASE OF OPERATIONS: Lagos.
ARSENAL: Night vision goggles
DISGUISE: none
MARTIAL ARTS: Wide range (relies majorly on brute strength)

POWERBOX



BIO

Toye Oluwadare, as a baby, was found at an outdoor rubbish dump by a good Samaritan and taken to a foster home. As an Alpha-Sapien, he first discovered his powers when he was 7 years old. He was on his way back from school when he got hit by a fast moving bus, mere meters from his foster home. His foster father, who was sitting outside at the time, picked him up and quickly rushed him to a hospital. Surprisingly, he was neither injured nor bruised in any way, and was then discharged from the hospital. A few weeks later, he accidentally ripped out the door of a car while trying to get into it. His abilities have continued to develop ever since...

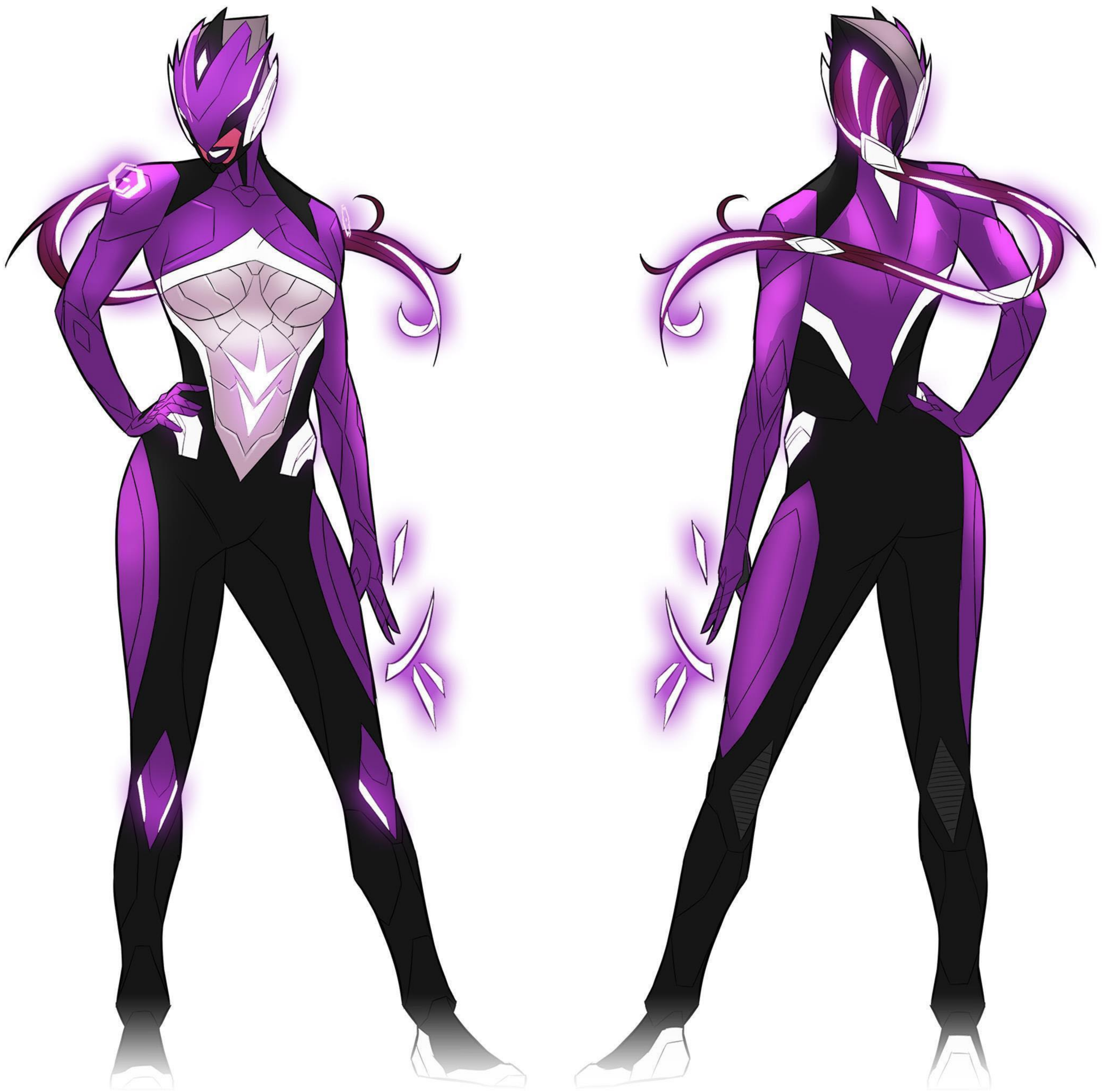
ABILITIES

As Powerbox, Toye can absorb kinetic force, boosting his strength and resilience from an already impressive base level. He is also strong and tough enough to leap extremely long distances.



REAL NAME: Rhajani T'yon
SPECIES: Praxiyan
AGE: 32
HEIGHT: 6'
WEIGHT: 124lbs
HAIR COLOR: Red (with luminescent strands)
SKIN COLOR: Reddish Pink
PLACE OF BIRTH: Praxiya
BASE: The Zahara Aja, Core Prime (Galactic Core Headquarters)
ARSENAL: Omnisuit, Navigative visor

RAYBIRD



BIO

Lieutenant Rhajani T'yonni is a Praxiyan space explorer from Planet Praxiya. Formerly an Intelligence Officer in the Alliance Defence Fleet, she resigned from duty after becoming dissatisfied with the immense bureaucracy there. She joined the Galactic Core instead to make a positive difference in the Galaxy and underwent exposure to omni particles which gave her the ability of laser manipulation. Now, she helps to keep the peace across the Galaxy as Ray-Bird.

ABILITIES

Raybird can fly at light speed, manipulate lasers, and project holograms. She also has an enhanced physiology.

SAMSON



REAL NAME: Samson

OCCUPATION: Prophet, brawler.

DISGUISE: None

APPEARANCE: Massive, muscular build. Negroid with a thick beard and a head full of braided hair. Armoured, leather harness wrapped around his right arm up to his shoulder. Light brown trousers with light brown arm bands while in paradise. Full armor with the same arm bands while in battle.

WEAPONS: A battle axe with the jaw of a donkey as its head.

SAMSON



BIO

Samson was an Israelite prophet with superhuman strength who was deceived by Delilah and died in captivity. He lives in Paradise with the rest of the dead faithful.

ABILITIES

Incredible strength which becomes limitless when he enters a fit of rage.



REAL NAME: Sango (True name unknown)

OCCUPATION: God of Thunder, Lightning, Storms and Fire

HEIGHT: Unapplicable

FAMILY: Unknown

BASE OF OPERATIONS: The eternal void of Koso
(Location unknown)

DISGUISE: None

MARTIAL ARTS: None

APPEARANCE: Blue and Red Traditional "Bubu"



BIO

Similar to Oxossi, Sango's destiny is ultimately tied to the Visionary. Sango is a god, who was served by the people of Koso in old Oyo, ancestral stronghold of the Yoruba people. Sango rebelled against the creator and wished to challenge the destiny of the gods known as the First Race (Unlike Humans, the First Race are cursed with a strict destiny and purpose). Forbidden to interfere in mortal destiny by the creator, Sango felt that this was wrong and he ultimately rebelled. But, his rebellion failed; leading to the death of one of his wives. As punishment, Koso was destroyed and banished into a dark void by Obatala, the Divinity of Light, wherein Sango was condemned to spend the rest of his days.

ABILITIES

Members of the First Race are so powerful, that their powers are channeled through Spirit Familiars. Sango has four Familiars, who ultimately give his power, form. They are Ara (Thunder), Iji (Storms), Ina (Fire), and Monomono (Lightning)

SEA EXODUS



NAME: Sea Exodus

ASPECT OF UHURU: The Sea

PRECURSOR WINDRIDER: None, once thought to be Ocean

Moses

AGE: 14

HEIGHT: 5'6

SEA EXODUS



BIO

Sea Exodus was once a young village boy, until the day he discovered his power to connect to the sea. This, sadly, marked him as a "gift", and drew the attention of the "Black Cauldron". They burned down his village and committed genocide against his people, intent on kidnapping him and taking him into slavery, as they had done to gifts from all over the known world. He was, however, saved by Moon Sage and the new Windriders, and asked to join them. As his powers are connected to the Sea, Moon Sage believed him to be a resurgence of the legendary windrider "Ocean Moses". Unfortunately, he failed the test, and so resolved to join the windriders on the quest for the true Ocean Moses, taking the name "Exodus" to honour the spirits of his dead kin.

ABILITIES

Sea Exodus is able to connect, by means of the sea, to the spirits of his dead kin, drawing both power and wisdom from them.

SUN PRINCESS



NAME: Sun Princess
ASPECT OF UHURU: The Sun
PRECURSOR WINDRIDER: Sun Queen
AGE: 15
HEIGHT: 5'5

SUN PRINCESS



BIO

Sun Princess is the sheltered yet highly trained Ada (first daughter) of a powerful coastal monarchy, with ancient mixed heritage. Among her people, the first daughter of a noble family must join an ancient convent, in which ancient sorcery is taught, and in which talk of the legendary "Uhuru" is considered blasphemous and heretical. She has had to conceal her connection to the Sun, and following a deadly attack on her ancestral home by the Black Cauldron and the treachery of her wicked aunt against her parents the king and queen, she is recruited to the windriders by Moon Sage, believing her to be the reincarnated "Sun Queen".

ABILITIES

Sun Princess is adept at sorcery and ancient arts of assassination by way of her training at her ancestral convent. Her affinity to the Sun grants her the ability to blaze brighter than anything in the sky.



REAL NAME: Sarah Okute

ALIAS: Tag, Lee

FAMILY: Edith Effiong (Half-Sister)

SPECIES: Alpha-Sapien

AGE: 16

WEIGHT: 145lbs

HAIR COLOR: Black

SKIN COLOR: Brown

PLACE OF BIRTH: Delta State, Nigeria



BIO

Head strong from the start, Sarah Okute got tired of waiting for heroes and decided to be her own. Discovering her abilities after attacking her abusive caretaker at an orphanage, Sarah has since then stuck together with her half-sister, Edith fighting injustice, and saving those once like themselves; those in need of heroes.

ABILITIES

As Tag, Sarah can mimic the muscles of any person she observes, allowing her to acquire skills by mere observation. She can also teleport to objects she has come in contact with, or "Tagged."

As an Alpha Sapien, she is also durable, strong, and agile.

TATASHE



REAL NAME: Tatashe
ALIAS: Red head, Red, Tata, Crazy Red
SPECIES: Human flora hybrid
AGE: 13
HEIGHT: 5'3ft
WEIGHT: 75lbs
EYE COLOR: Green
HAIR COLOR: Pepper red
SKIN COLOR: Light brown
PLACE OF BIRTH: Bukka town, Planet Almonia

TATASHE



BIO

Tatashe lives in the fantabulous world of Almonia. Between causing all sorts of mishaps and aspiring to be the greatest chef in all Almonia, Tatashe dreams of exploring and discovering the hidden depths of the world, tasting the grandest of meals and ultimately finding her long lost aunt Cashew.

ABILITIES

Tatashe's abilities are unknown, even to her!

TERRA FIRMA



NAME: Terra Firma AKA Rotunda
ASPECT OF UHURU: The Earth
PRECURSOR WINDRIDER: Earth Firma
AGE: 16
HEIGHT: 6'1

TERRA FIRMA



BIO

Terra Firma, known casually as "Rotunda", is Moon Sage's overprotective older sister. Also a "gift", her affinity to the earth mirrored that of Earth Firma, Moon Wizard's younger sister from among the original Windriders. Scholars are split on whether the fact that she was born before Moon Sage is a good or bad omen, and in many ways she feels doubt sometimes of their mission, wondering whether she truly is meant to be a windrider beside her favoured and talented brother. However, she would do anything to keep him safe, even if that means accompanying him on his mission.

ABILITIES

Attuned to the Earth, Terra Firma's rock-shattering strength and her solid immovable resilience come together to make her a force to reckon with.

TEAM-UPS

THE EXTREMES

As the world changes, a new kind of human being emerges from the youth of the world- Alpha Sapiens. Colloquially known as Overhumans, there is an unknown link between their incredible power, and the ancient wisdom buried in the cryptic history of West Africa.

From their number, arises an underground superhero group consisting of young, super powered individuals that the world is yet to acknowledge. They call themselves The Extremes.

The original Extremes were Toye Oluwadare a.k.a Powerbox; a superstrong and supertough teen who grows stronger the harder he is hit. Joshua Martins AKA Nu-Tech; a teen with the ability to manipulate, create and control technology and finally, Marcus Chigozie AKA Maxspeed; teen with the ability to move at incredible speed.

Over the years, the team has grown, with the latest addition being superpowered half-sisters, Jazz and Tag.

All united by a common cause, they fight to keep us safe.

Together, they are a new generation of heroes; the Hero Generation.



TEAM-UPS

HERO KEKERE

The world is full of superheroes, but when they are not fighting bad guys or trying to prevent the next big alien invasion, what do you think they're doing? Well, basically, they're probably in Hero City, going to school, going on miniature adventures and having fun. Hero Kekere is parody of all your favorite Comic Republic heroes when they are not being all hero and super, but, goofy and mischievous- it's the only time you get to see them go to the cinema, go on treasure hunts, visit Santa (the actual Santa), and so on. They are funny, they are friendly, and they are little heroes.



TEAM-UPS

THE IMMORTALS DIVINE

The Immortals Divine is a fictional team of bible characters, supernatural beings- heroes, as some have come to know them, who fought evil, and then died and translated to paradise in ancient times. They return to earth in times of great peril to defend it and its people and to thwart Lucifer's many schemes to destroy it. Today, they are remembered as priests, prophets and messiahs. Among their number are; Jesus- the son of God and savior of the world. Eve- mother of all living things, the first woman to dwell the earth, mother of Abel and the slayer of dragons. Samson- the strongest man to ever walk the earth and slayer of many philistines. Elijah- a man with a will so strong, he evaded death and ascended directly to heaven. Moses- keeper of the Ten Commandments, the miracle worker whose staff can manipulate the elements, and finally, Archangel Michael- the superior leader of the army of the Most High. Together, they would stop at nothing to bring peace and justice to the entire world.



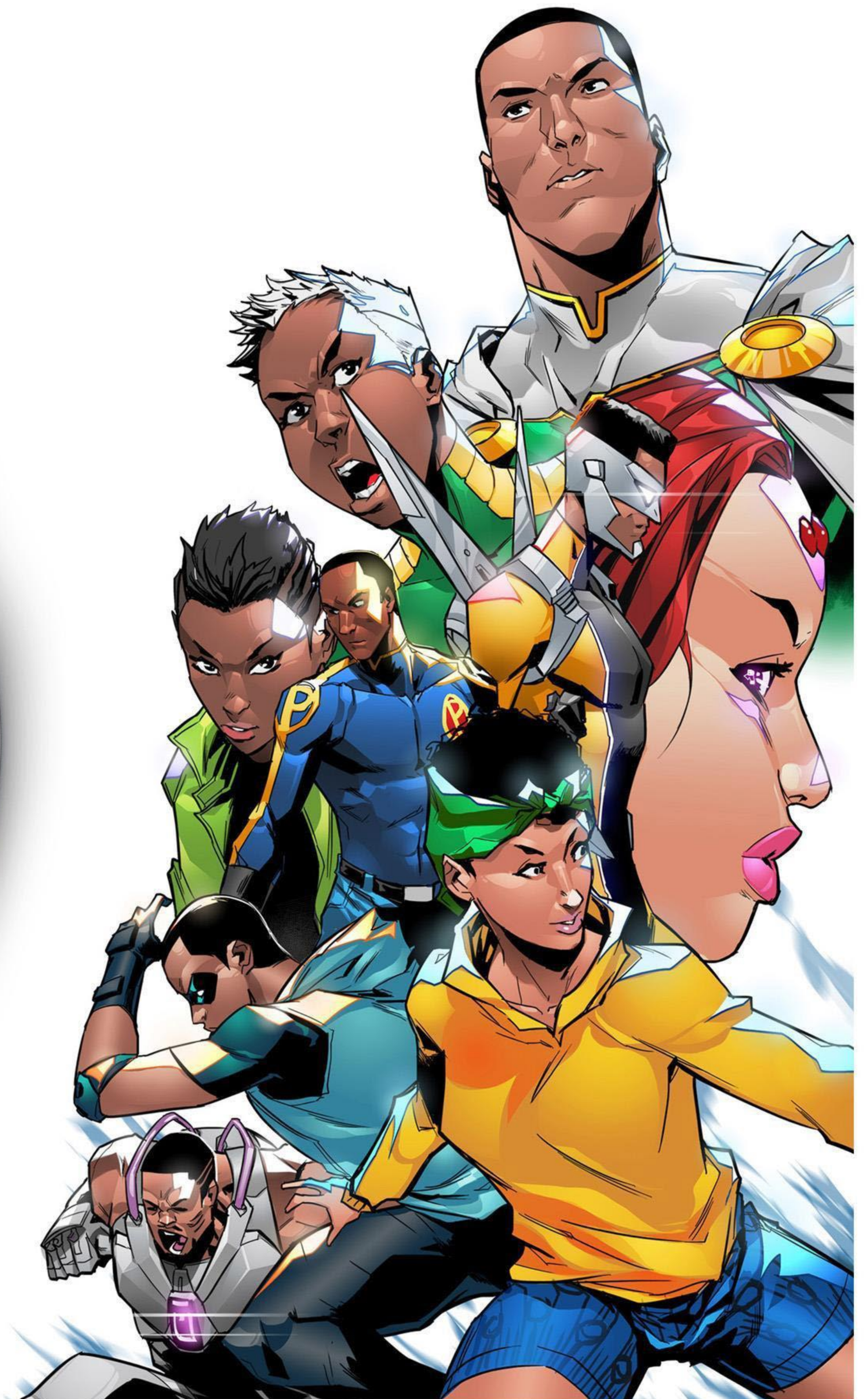
TEAM-UPS

VANGUARDS

When Tunde Jaiye became Guardianprime, he became the tip of the spear to a powerful statement mankind makes to those that would seek to end it. The statement that says we will survive, and we will survive united. As mankind's will is thus expressed in the form of heroes, powerful individuals that take on the greatest dangers of our time, their collective might forms a Vanguard against whatever may come our way.

The original Vanguards were the first group that came together to protect us from an unspeakable threat- Guardianprime, Fifth Element and man as the creator intended. Powerbox- superstrong, energy absorbing leader of the Extremes. Nu-Tech, technopathic genius. Maxspeed, superfast heir to a fortune. Bootinu, water wielding daughter of Lagos Island. Irete, modern heir to the power of Moremi, and Teni Faloni, reincarnated Queen of the ancient Aje.

However, their number is not thus limited. As threats to our existence grows, our heroes will continue to come together, and whenever they do they will be our Vanguards.



ENVIRONMENTS

ABADDON'S PALACE

This is the location where Lucifer meets Abaddon to inform him of Jesus' entry into Sheol. Also location where the final battles between Jesus and the five Principalities and between Eve and Lucifer take place. A massive structure stretching for miles both above ground and beneath it; containing not just Abaddon's throne room but also millions of cells to hold sinner-souls until the Judgement.



ENVIRONMENTS

THE ARABIAN DESERT

The Arabian Desert is a vast desert wilderness in Western Asia. It occupies most of the Arabian Peninsula, with an area of 2,330,000 square kilometers. It is the fifth largest desert in the world, and the largest in Asia. It is the location where the second two angels discuss Jesus' impending arrest.



ENVIRONMENTS

BUKKA TOWN

Located within the Ewa kingdom, Bukka town is a merchant hotspot, famous for its many recipes. There's no meal you can't find or buy in Bukka Town.



ENVIRONMENTS

THE TEMPLE OF DAVID

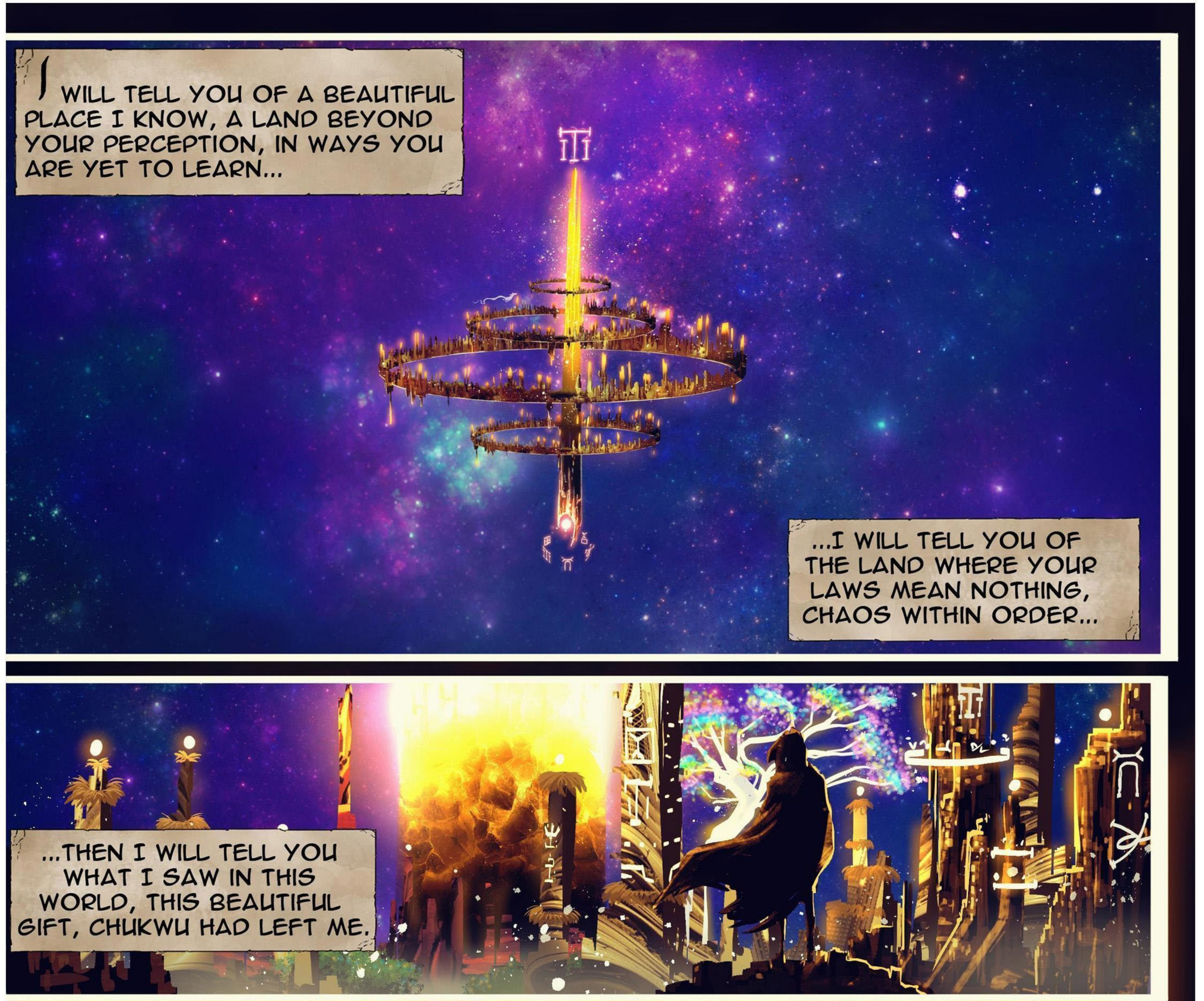
Solomon's Temple, also known as the First Temple, was the Holy Temple in ancient Jerusalem before its destruction by Nebuchadnezzar II. This was the location where Ba'al and Lucifer deliberated on whether or not to go ahead and sacrifice Jesus.



ENVIRONMENTS

ELUIGWE

Eluigwe is a realm far beyond human perception, a wondrous place that serves as a defacto home for the Alusi, themselves of a population of divine beings known simply as the First Race. Eluigwe connects to various realms of existence through gates. Eluigwe also serves as a prison of sorts; at the core of its being, lies a crystal that houses a secret of immense importance.



ENVIRONMENTS

THE GARDEN OF GETHSEMANE

The Garden of Gethsemane is where Jesus prayed on the night of His betrayal and arrest. It was also where Lucifer meets Angel Michael disguised as Jesus.



ENVIRONMENTS

THE HIMALAYAS

A mountain range in Asia separating the plains of the Indian subcontinent from the Tibetan Plateau. This is the location where the first two angels discuss Jesus' impending arrest.



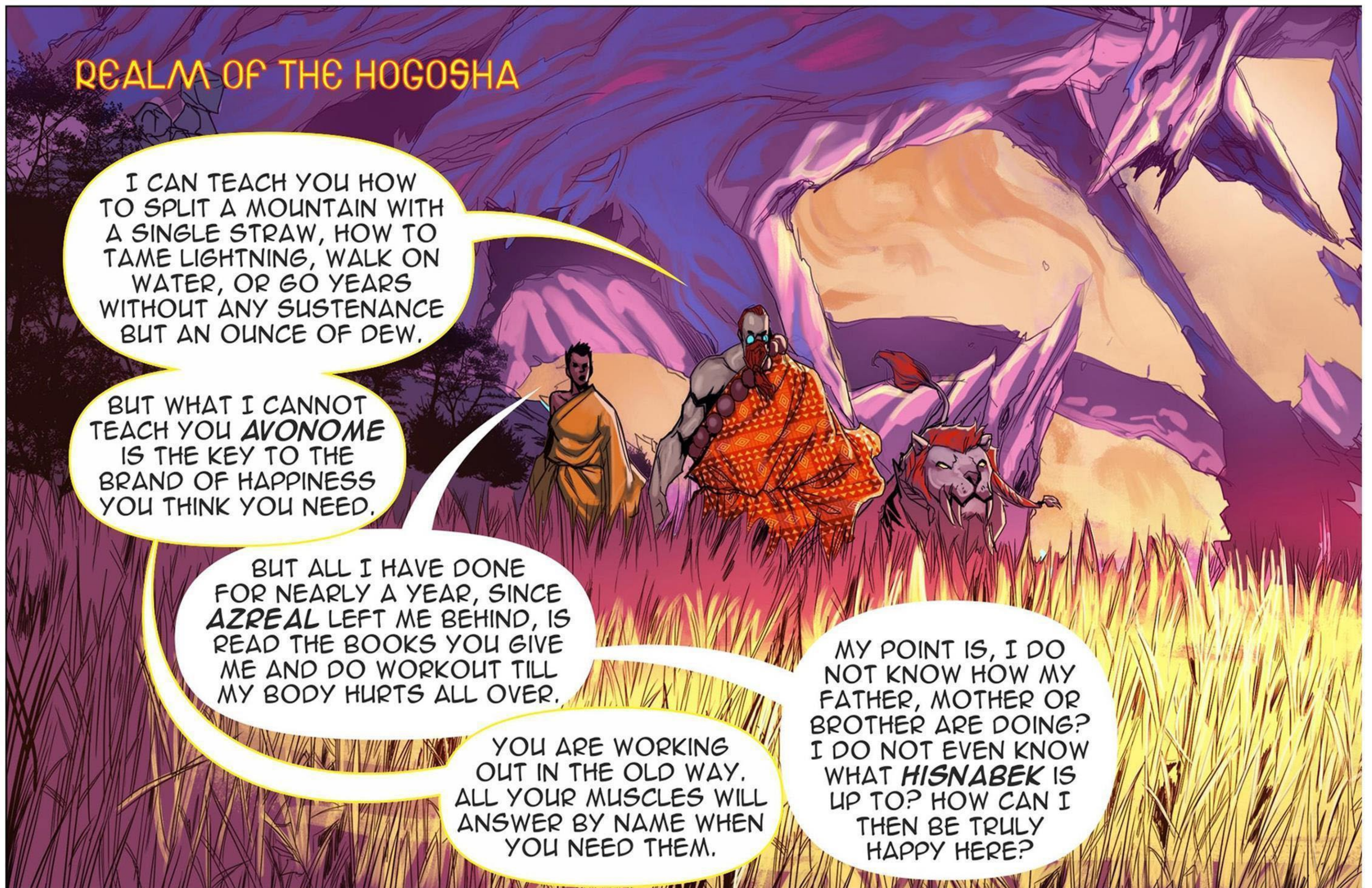
ENVIRONMENTS

REALM OF THE HOGOSHA

The realm of the Hogosa, as it is more commonly known, is the realm created by Black Gandhi - the Hogosa (guardian) of the Way Wates. These "Way Gates" have a terraforming ability, through which Black Gandhi shapes the realm to his will. It is unique among realms, locked out from every other one, and accessible only through specific coordinates only Black Gandhi can provide.

The realm of the Hogosa functions as a world museum of sorts, containing slices of different realms, all sustained utilizing the unique abilities of Black Gandhi's Way Gates; taking snapshots of this, that or the other realm, slicing them and etching them into this ones' fabric.

Thus, the realm is both a paradise to a lot of creatures that would have otherwise been extinct or passed into memory, and a prison for creatures the realms are better of not knowing of; all existing in a delicate balance, maintained by the ancient gardener.



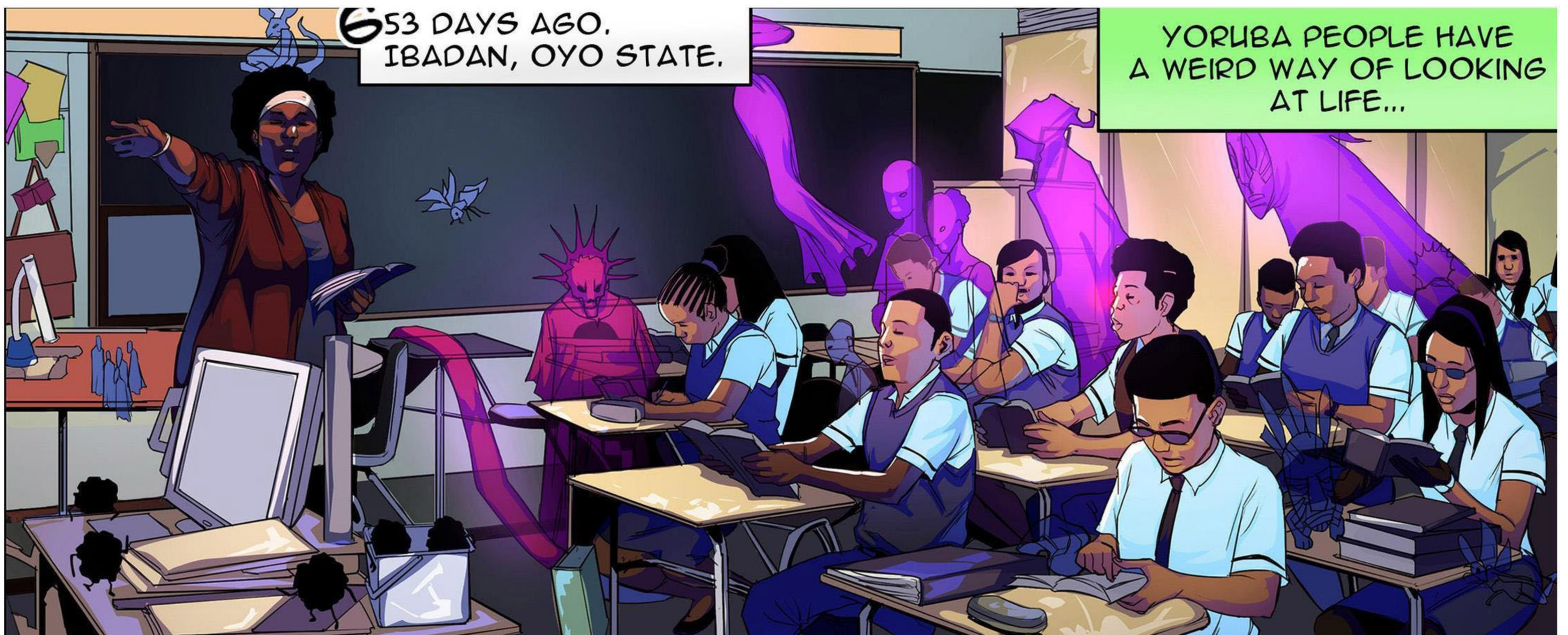
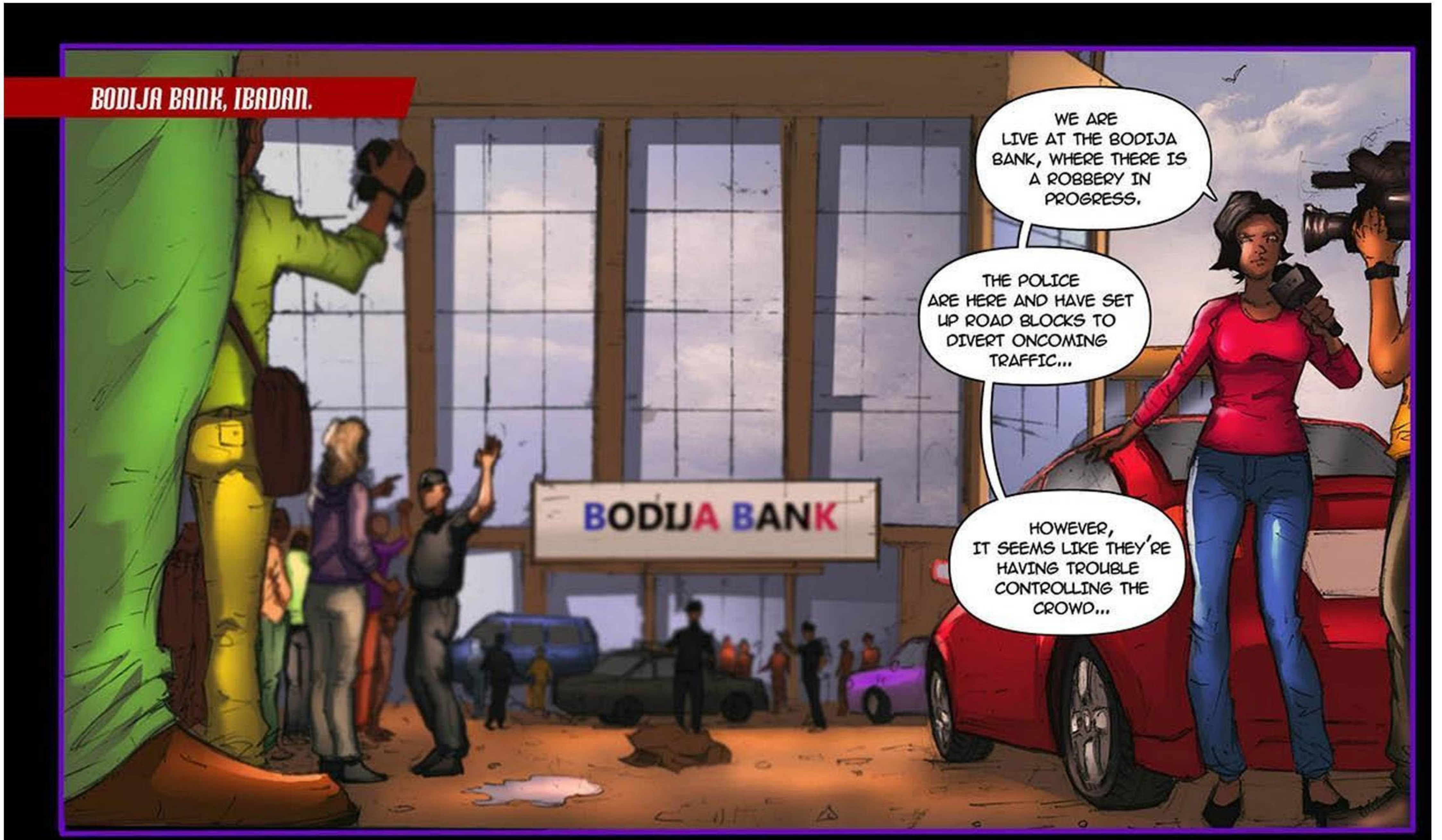
ENVIRONMENTS

IBADAN

Ibadan city (derived from a Yoruba phrase meaning "between the forest and plains"), one of the largest and oldest cities in Nigeria, was the last center of the ancient empire of the Yoruba people, Old Oyo. Since then, it has become a center of trade and learning, once the most populous city in West Africa.

This city is home base to the crime fighting super heroine/vigilante, Bidemi Ogunde (AKA Ireti). She was born and raised in Agbowo, a small town in the city, by her loving parents.

The crime rate in the city is low due to an effective police force, and of course, IRETI's presence. Ibadan city is also home to a few other heroes in the Comic Republic universe, including Danmole from the Visionary series.



ENVIRONMENTS

IGANLE

Iganle Village (Iganle derives from the words "Ile Egan" or "Egan Ile" meaning "home of the abhorred") located in Ondo State, Nigeria is a Hidden village shrouded by the magics of the God of hunters, Oxossi. It's creation was heralded by a tumultuous period in Aye(Earth) leading Oxossi to create a safe haven for people who have been rejected by Aye and Orun (Heaven). The essentiality of Iganle was found in the fact that it harboured not only mortals but godly beings as well. Towering behind the village shelter are hills with 7 peaks. These hills were loaned to seven gods who hid in Iganle at a time of peril with Ifa (the god of divination) being one of them. Behind these hills lies an unspeakable secret. In this time, Oxossi created the Sigidi (golems) with help from his dear friend Ogun, the god of metal, smelting and science. The Sigidi were tasked to protect the inhabitants of Iganle for as long as their bodies of rock, stone and metal would allow them. Now, with the absence of Oxossi for millennia, Iganle is on the verge of ruin; with the "home of abhorred" now a mere husk; only 3 living families are left, the Sigidi are falling apart, and the Law of Truth (Otito gbogbo nkan) have turned their grim attention to the village. Danmole Ajanaku, the titular character of "Visionary"'s family originated in Iganle, and thereto he and his sister(funto) are taken in their hour of need, by their family Matriarch, Omisefun Ajanaku.



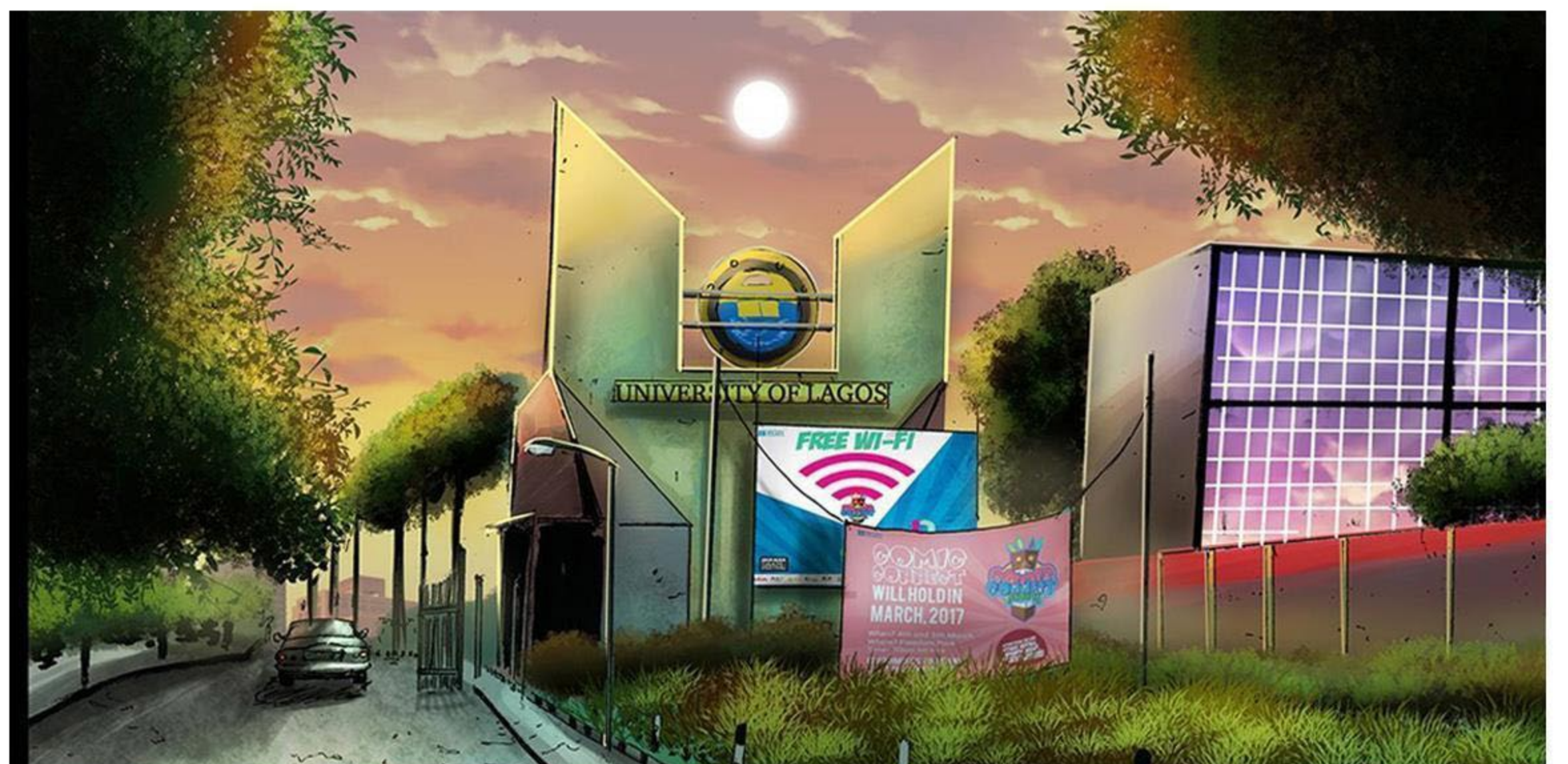
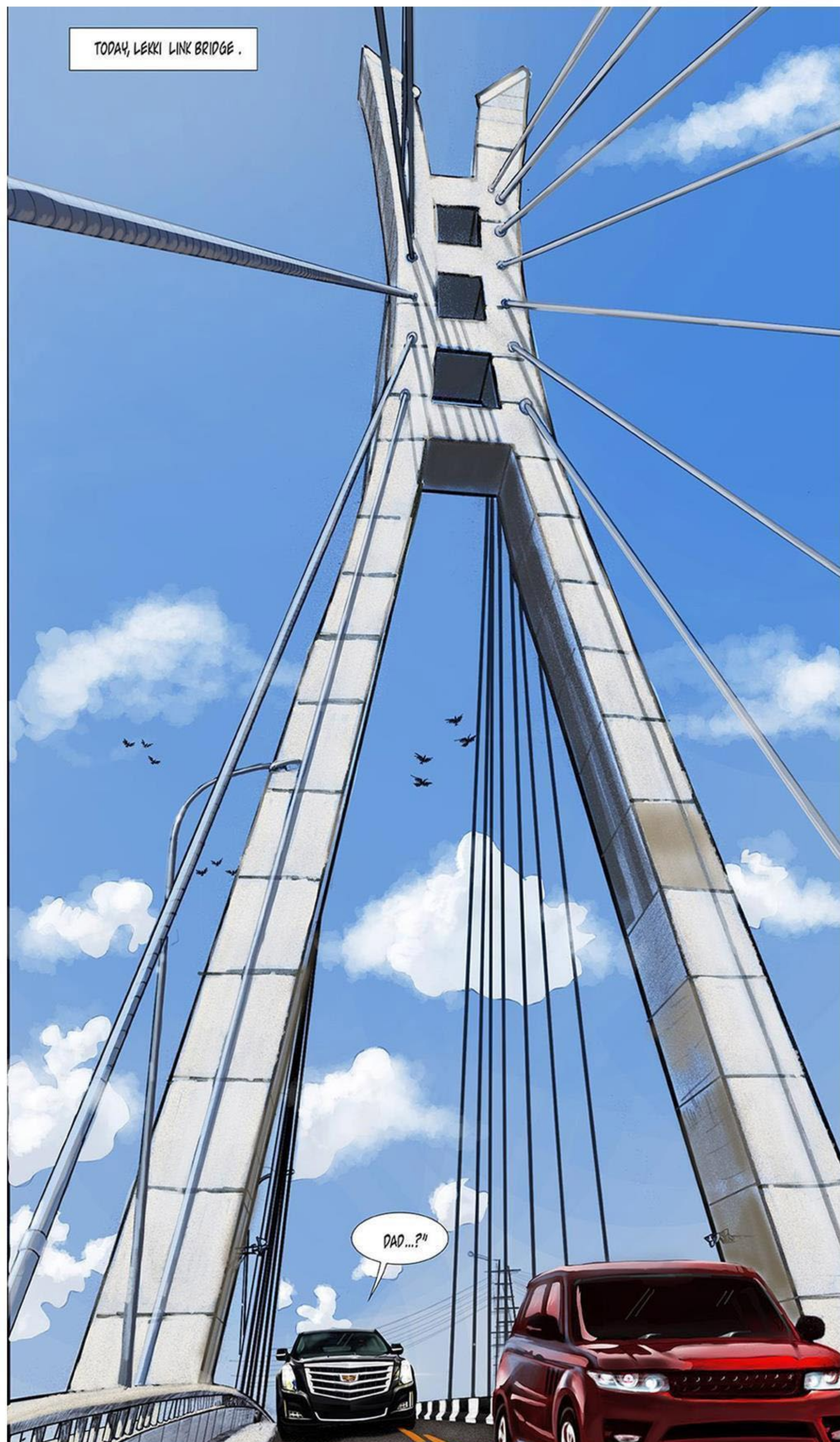
ENVIRONMENTS

LAGOS CITY

Lagos is the commercial capital of Nigeria, and served as its seat of power for many years. Founded centuries ago by seafaring pioneers who named their island domain "Eko", Lagos has a long and storied history as a gateway to the interior of Africa.

Many stories in the Comic Republic universe take place within Lagos. Teni Faloni, Aje, lives in the upscale Victoria Garden City, and attends the fictional "Ajah Campus" of the University of Lagos, located there. These parts of Lagos are separated from the more densely populated Lagos Mainland by multiple Sea Bridges (such as the Lekki Link Bridge), where the main campus of the University of Lagos is home to Teni's less fortunate classmates.

Lagos is also home to beaches, through which the mysteries of the Atlantic ocean and the Lagos Lagoon give rise to local legends and superstitions. It is also through these beaches, that the slave trade blighted the islands for centuries.



ENVIRONMENTS

OJUBO ELEGBARA

Loosely translates to "Shrine of Elegbara", or more appropriately, "the place of worship of he who is capable of many manifestations".

Ojubo Elegbara is a realm tucked between realms, existing at once nowhere and in all places, thus the myth surrounding it as a wandering slice of a realm.

It is the meeting ground for those who call themselves the KIRIJI, immortal deities, forged by a mysterious ancient simply called the Bone.

The realm stands as a home for these troubled souls, a last bastion where their banners fly eternally when all else has failed.

Ojubo Elegbara is a dreary, gloomy realm, with dancing shadows and dim, undying lights.

Although it's location can be accessed by the dying in their final hours, Ojubo Elegbara's dark gates will only open to the Kiriji who says the words of passage known as "the immemorial".



ELSEWHERE

THE GATES OF OJUBO ELEGBARA

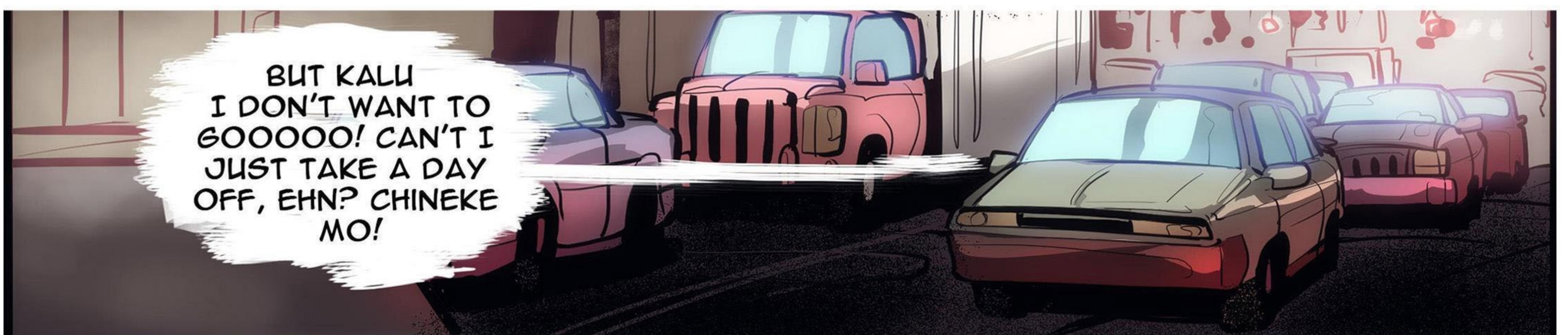
A PLACE THAT MEANS *LOOSELY IN ENGLISH* - "THE PLACE OF WORSHIP OF HIM WHO IS CAPABLE OF MANY MANIFESTATIONS."

A STAGE STEEPED IN THE MAGICS OF THE ANCIENT, *MYSTICISMS* SO UNHOLY - IT IS AN ISLAND THAT LITERALLY WANDERS THROUGH WORLDS.

ENVIRONMENTS

PORT HARCOURT

Port Harcourt is the capital of Rivers State, Nigeria. The port was built in 1912, but not given a name until August 1913, when the then Governor of Nigeria, Sir Frederick Lugard, named it "Port Harcourt" in honor of Lewis Vernon Harcourt, then the Secretary of State for the Colonies. The Okrika word for the city is Hakoti Kiri or Parakot. The native Ikwerre name for the city is Igwuocha, which is the Ikwerre dialectal variant of the Igbo word "Ugwu Ochá". It lies along the bonny river located in the Niger Delta. Port Harcourt is the current city of residence of Kalu Akanu, who once ruled over the Alusi, a race of divine beings, worshipped in most Eastern parts of Nigeria as gods.



ENVIRONMENTS

THE Q'BI SYSTEM

With a star system consisting of a single sun and thirteen planets, of which only four are hospitable, the Q'bi system is located in the Adeni Star Cluster, on the fringes of Alliance space. Of the four hospitable planets in the system, Q'bi 4 is the most prominent, having seceded from the Alliance in the aftermath of the Hellax War. Q'bi 4 is home to a human species, the Th'landi, who are notable across the Cluster for their rapid advancements in space-faring technology, environmental management and medical research. The city of Ch'yuli is considered the planet's cultural heritage centre; while the Th'landi Defence Headquarters, positioned near Ch'yuli, protects the planet from external threats. The Sovereign rules from the capital at Q'ale and governs the actions of the Prefects who report directly to him. Perhaps, it is important to mention that since the Q'bi system sits some distance away from the Alliance's direct influence, it poses some risk of being a lucrative region for those looking to avoid the Alliance Command's relentless gaze.



ENVIRONMENTS

RIPIR ADOHI

Ripr Adohir (The Nowhere Kingdom) is at once a place and a sentient entity, with an infinite amount of rooms, ever changing and constantly in flux. Adohir exists in its own dimension, and is only known to listen to the commands of Eric Kukoyi (Eru)

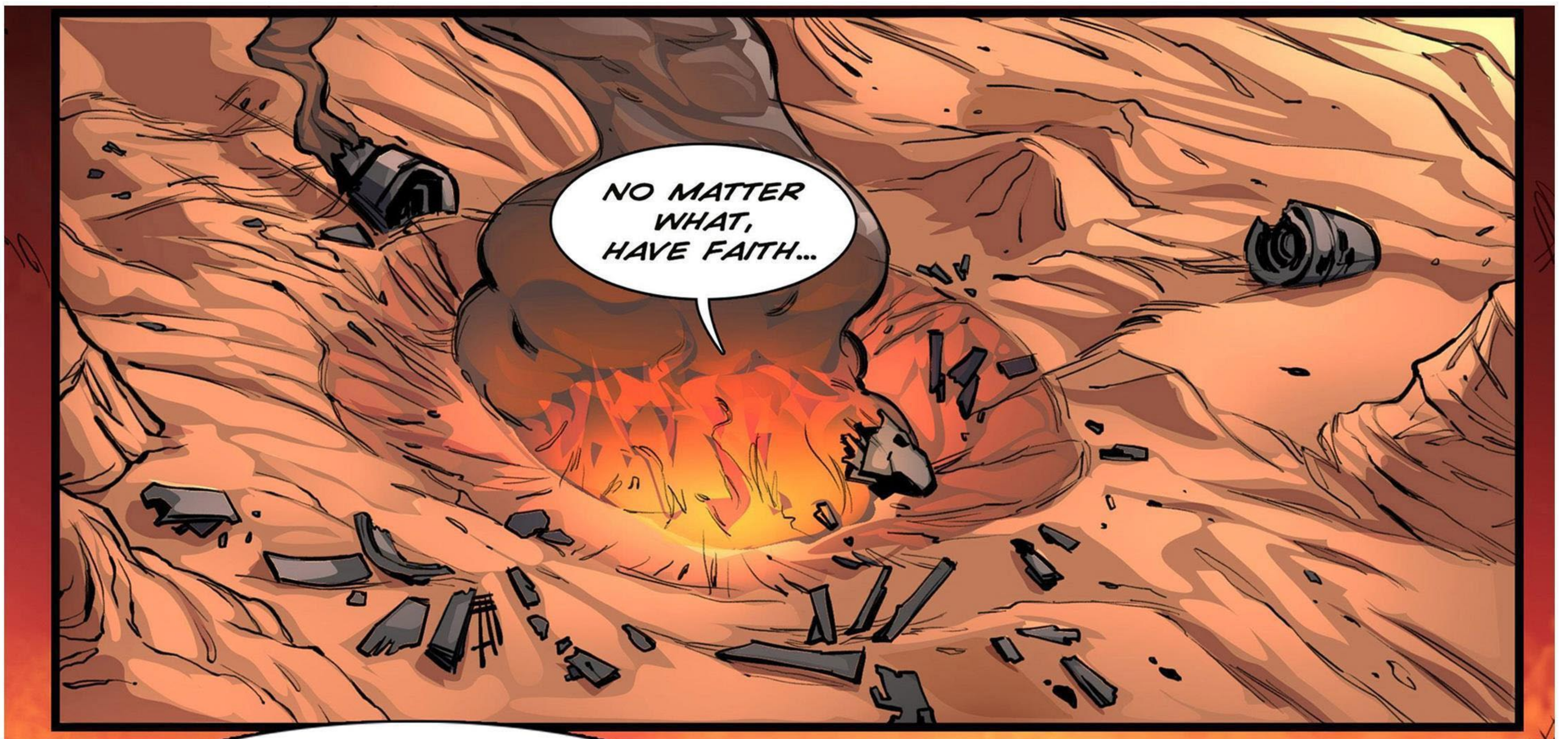
**THE NOWHERE KINGDOM.
*RIPIR ADOHI.**



ENVIRONMENTS

THE SAHARA DESERT

The Sahara Desert, largest hot desert on the planet Earth, is one of the most significant natural features of the continent of Africa. For centuries, it ensured the interior of the continent was hidden away, allowing ancient civilisations such as the kingdom of Katunga (Trials of the Spear) and the mysterious Nok people to flourish, undisturbed by the outside world. More recently, this desert was where Comic Republic's premier defender, Guardian Prime, was first located by the beautiful Owari, or finder, who would be the catalyst for his remarkable turn to a life of heroism.



ENVIRONMENTS

SOMALIA

A sovereign country located in the Horn of Africa. Somalia is the resting place of the Eidos (manifestation) of Wrath, Sultan Xawaal Muhammadu Adeer. It is rumored that the Eidos' presence there is the reason for constant conflict in the area.



ENVIRONMENTS

STORM VILLAGE

The Storm village hosts the "Masquerades games," where future generations of Masquerades are chosen. Storm village is also home to many great Masquerade legends, primarily Ikenna "god hand" Oku Aka, the most legendary of his time and his children.





These are the words of *Those Who Chronicle The Universe*.

We understand that your appreciation of multiple realities is rooted in mortal concepts such as multiverses. However, in this universe, such understanding is not sufficient.

Here, a person's reality is shaped more by faith and perception, than by physics and logic.

You may gain greater understanding of this by considering your African mysticism, and your philosophies of subjective and transcendental idealism, alongside your science.

You should consider, Perceptions of Reality.

Within this understanding, the extent to which beings experience reality, is determined by their perception of it.

THE POWER OF GUARDIANPRIME, coming from Faith, taps directly into this framework as a wellspring of power. In this way you may discern, as we have, clear levels of perception, within which the denizens of this universe exist.

BUT BEWARE! These levels may not be complete, as of course, even those who chronicle the universe, are limited by our own perception of it.

WE PRESENT!

1 THE VOID

2 THE DESERT OF THE REAL

3 THE FOUNTAIN OF PROMITHIYAN FIRE

4 THE SECRET

5 THE SPIRIT

6 THE SUPREMACY

7 THE DIVINITY

8 THE WHEEL

9 THE ABSOLUTE

THE COMIC REPUBLIC UNIVERSE

THE VOID



OUR UNDERSTANDING

Wherein no perception exists and nothing is perceived.

WHAT WE KNOW LIES HERE

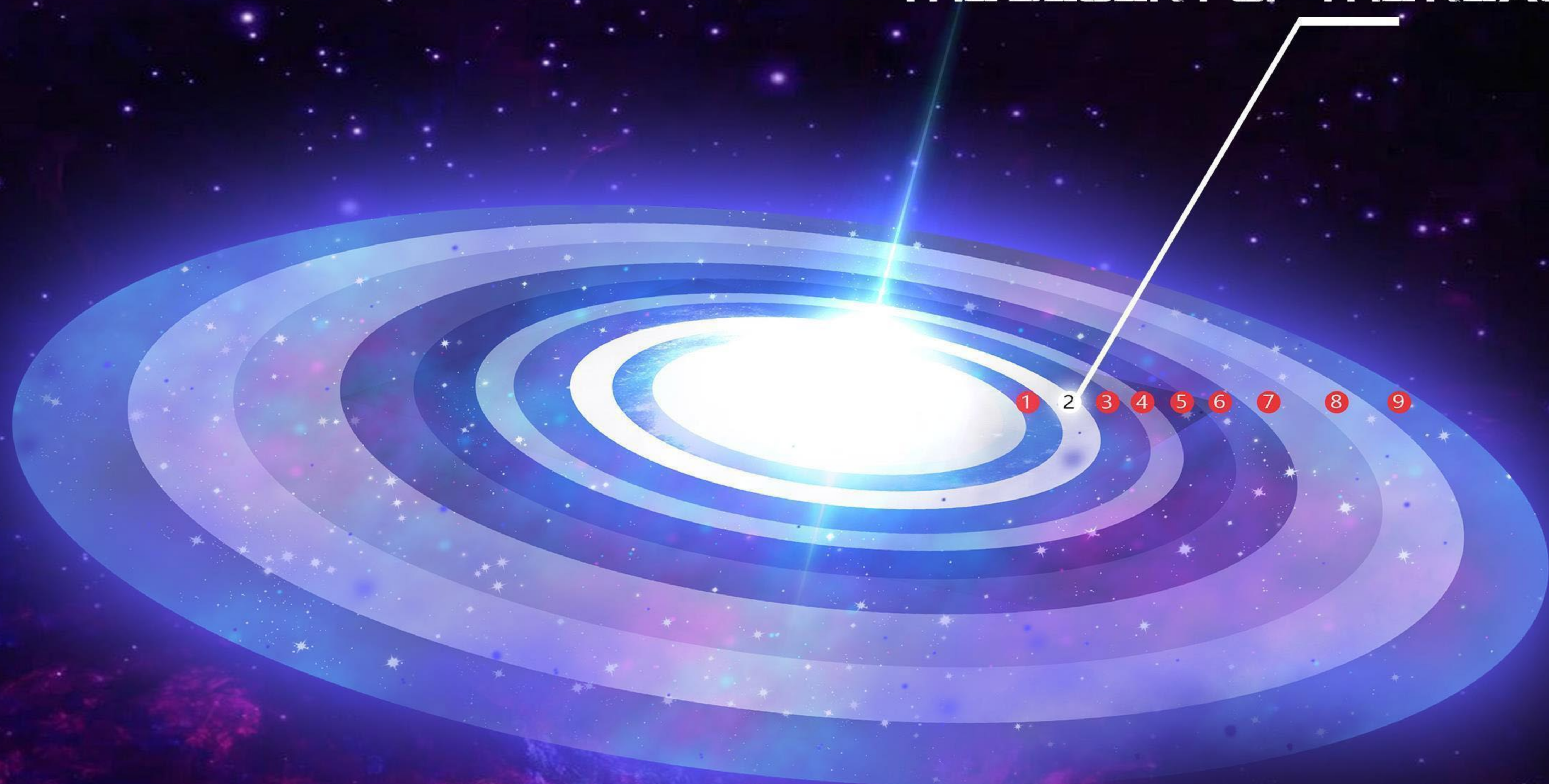
Depression, despair, doubt.

WHAT WE KNOW ABOUT THIS

The abyss of thought, from which nihilism and ultimate negative thought emerges. Sango's realm, Kooso, wherein lies his banishment, exists here. It can be perceived by humans, but we ignore it as we flee, instinctively, from thoughts of the abyss and of death.

THE COMIC REPUBLIC UNIVERSE

THE DESERT OF THE REAL



OUR UNDERSTANDING

Corporeal reality.

WHAT WE KNOW LIES HERE

All galaxies and the known universe.

WHAT WE KNOW ABOUT THIS

In modern times, due to the spread of science and information technology, the corporeal world has largely been abandoned by humankind as it lives in a world of ideas created by years of material education and political propaganda. Hence, this is called the desert of the real: ignored corporeal reality, what humans were meant to be the Guardians of, neglected and left to rot.

THE COMIC REPUBLIC UNIVERSE

THE FOUNTAIN OF PROMITHIYAN FIRE



OUR UNDERSTANDING

Memory and prediction.

WHAT WE KNOW LIES HERE

History, science, time travel.

WHAT WE KNOW ABOUT THIS

Quantum physics and String theory reside in this realm as objective realities. Ogun has made this realm his playground, and through it he empowers mankind. Nu-Tech's power directly taps into this realm, unknown to him.

THE COMIC REPUBLIC UNIVERSE

THE SECRET



OUR UNDERSTANDING

Dreams and aspirations.

WHAT WE KNOW LIES HERE

Faith, bliss, meditation.

WHAT WE KNOW ABOUT THIS

Kendall Dynamics, through the emerging field of Mnemotech, has harnessed elevated understanding by studying African traditions and can access this level. NACSS's Science witchcraft does as well, but through the grace of The First Race, as is also done by others through pure magic.

NACSS believes that Guardianprime's power comes from here, and Kendall Dynamics based the creation of Union Guard on this concept.

However both are ignorant to the fact that Guardianprime's power comes from the Absolute.

THE COMIC REPUBLIC UNIVERSE

THE SPIRIT



OUR UNDERSTANDING

The source of inherent attributes.

WHAT WE KNOW LIES HERE

Ghosts, spiritual beings, the essence of the named.

WHAT WE KNOW ABOUT THIS

This level of perception is where the very essence of things derives from. To perceive the spirit is to have almost complete knowledge of any object that resides in reality, dreams, or that can be conceived of by logic- including people.

THE COMIC REPUBLIC UNIVERSE

THE SUPREMACY



OUR UNDERSTANDING

The source of concrete concepts.

WHAT WE KNOW LIES HERE

The First Race.

WHAT WE KNOW ABOUT THIS

Eluigwe exists here, as do many of the realms of the first race. As they exist in a realm that is the source of concrete reality, the first race represent pure concepts and thus may be gods and goddesses of rivers, oceans and the weather, among others. Orishas, Alusi, and most pantheons, reside here.

THE COMIC REPUBLIC UNIVERSE

THE DIVINITY

1 2 3 4 5 6 7 8 9

OUR UNDERSTANDING

The source of Concrete concepts beyond the perception of the first race.

WHAT WE KNOW LIES HERE

The Elder Race

WHAT WE KNOW ABOUT THIS

Higher concepts exist here. Many of the first race are aware of this level but cannot directly perceive it. In most cases, a concrete idea of universal concepts such as time and love exist here, and many pantheons' elder gods such as Cronos reside here.

THE COMIC REPUBLIC UNIVERSE



OUR UNDERSTANDING

The source of Abstract Concepts.

WHAT WE KNOW LIES HERE

The Ironmole

WHAT WE KNOW ABOUT THIS

Root concepts in their true abstract, unknowable forms exist here, abstractions that exist outside of even what the First and Elder race conceive of as the endless wheel of time itself, as well as more abstract concepts such as compassion, forgiveness, and honesty. The Ironmole alone exist on this place: and many of them are known in other pantheons, incorrectly ascribed similar status to the Elder Race, such as Gaya herself.

THE COMIC REPUBLIC UNIVERSE

THE ABSOLUTE



OUR UNDERSTANDING

All reality, perception of the Creator.

WHAT WE KNOW LIES HERE

The Creator.

WHAT WE KNOW ABOUT THIS

How many more levels of perception exist between the Wheel and The Absolute is unknown.

All that is known, is that the Absolute exists.

It is beyond all perception, but, with fear and trembling, all beings have a dim awareness of their existence in the all encompassing perception of the Creator.



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