

## <1>Faultline (Overbrook)

## <2>History

### <3>Paragon's Idyll: 1860-1945

Untouched by the bustle that characterized the rest of the rapidly-expanding city, Overbrook was a popular retreat for the Paragon City elite. It remained the playground of the wealthy until the Great Depression.

During the 1930s, Overbrook was home to the local Civilian Conservation Corps camp, which at its peak provided jobs and income for 28,000 Paragon City residents. While heroes like Statesman, Maiden Justice, and the Dark Watcher cleaned up Paragon City's streets, the Overbrook company cleaned up Paragon City. Over the course of a decade, the CCC replanted Overbrook and Woodvale's forests, implemented riverside and oceanside flood-control, and, most impressively, built the Overbrook Dam and Paragon City Reservoir.

The 5<sup>th</sup> Column made several attempts on the Dam and Reservoir as part of Requiem's guerilla war; however, the dam survived unscathed.

### <3>Rebuilding: 1945-1970

After World War 2, Overbrook attracted businesses interested in a fresh start. With business came society, and with society came crime. Overbrook Dam became a favored target for super-villains, and a permanent hero presence quickly became necessary. However, skyrocketing land values made it difficult for smaller super-groups to establish headquarters in the area.

Theodore Knight, financier and war veteran, came to the rescue. Knight invested a large part of his fortune in the construction of the Paladin Building. Dedicated in 1950 and completed in 1954, the building was a monument to Paragon City's heroes. Knight rented suites to any super group that needed a headquarters in the Overbrook area – at rock-bottom rates. Further, he purchased the ailing Paragon Times and relocated its presses to the building's basement offices, the better to chronicle the heroes' exploits.

Knight used his wealth and power to support the heroes of Paragon City until his death; his outspoken editorials against the Might for Right Act earned him the enmity of Roger Vrabel, one of the Act's strongest supporters. By the time of his death, almost a dozen of the city's supergroups used the Paladin Building as their headquarters. In 1970, the Paladin Building was renamed in Knight's honor.

### <3>Dark Days: 1972-2002

During the 1970s and 1980s, groups such as the Regulators focused on combating a street-level menace: Superadine. In 1982, two high-profile deaths rocked Overbrook. The

first was the death of the Illustrated Woman at the hands of the Family. The second was that of Harry Frost himself in a Regulator raid. The scourge of Superadine and the mounting violence in the area caused a quiet exodus to safer locales, such as the trendy Talos Island, and Overbrook sank into urban blight.

In the late 1980s, the city government drafted a proposal designed to address two of the city's major problems in one stroke: retrofit Overbrook Dam with the latest in hydroelectric generation technology, thus revitalizing the Overbrook area and allowing the city to phase out reliance on the cranky Terra Volta reactor. After years of delays, the project was finally finished in 2000; the atomic reactor was closed in 2001.

By the early 21<sup>st</sup> century, Overbrook had returned to its former glory, despite the public destruction of Hero Corps' first headquarters by a group of villains in powered armor. Residents looked forward to another half-century or more of prosperity.

### <3>Devastation: 2002

In the evening of May 23, 2002, the invaders attacked the Overbrook Dam's hydroelectric power plant, plunging most of Paragon City into darkness. Chaos reigned supreme as heroes poured from the Theodore Knight Building to battle the Rikti and guard the escape of the community's ordinary citizens.

Following the Rikti's initial attack on the hydroelectric plant, efforts were made to secure the facility, but in vain. After several months and dozens of lives, the decision was made to temporarily abandon the generators.

### <3>Shaken to Its Foundations: 2003

During the final days of the Rikti War, a new menace moved into Overbrook. A minor villain from the West Coast, Faultline, prepared to blackmail the city with his Geo-Resonator.

At 5:12 a.m. on April 18<sup>th</sup>, 2003, Faultline activated the device for a "small demonstration". He intended to target the Theodore Knight Building, haven for many of the city's heroes. As the Geo-Resonator shook Overbrook's foundations, ULTIMATUM, a group of young paramilitary heroes, came to the rescue. As battle raged beneath the streets and in the skies, Faultline's device overloaded. The tormented earth was rent asunder, twisting, buckling, and heaving, tearing the neighborhood apart in mere minutes. Faultline disappeared amidst the chaos, and the surviving members of ULTIMATUM vanished into obscurity. Civilian casualties reached well into the thousands.

The dam's generators required massive repairs; the dam itself retained its integrity only through the reinforcement of the new War Walls. With so many other rebuilding projects begging for federal, state, and local resources, Faultline and the Overbrook Dam became a low priority. The generators were restored to partial operation, but there was no money

to do more. Overbrook, re-christened Faultline by the media, was largely abandoned, and several villain groups moved in.

## <2>Neighborhoods

### <3>Subduction

Closest to Skyway City is the neighborhood called Subduction. From here, heroes daring to venture into Faultline can truly appreciate the scope of the disaster. Most buildings in Subduction are stable, but infested with the creations of the mad Doctor Vahzilok or the minions of the Clockwork King.

### <3>Downfall

Beneath one of the office buildings in this neighborhood, Faultline activated his Geo-Resonator. The seismic waves plunged the skyscrapers into newly-formed canyons or set them madly askew. Among the ruins, battle rages between the demonic Circle of Thorns, Vahzilok's reanimated corpses, and the mechanical menaces of the Clockwork King. Former residents fear that Faultline's device still rests beneath the foundations of a skyscraper, waiting to be discovered.

### <3>Precipice

This neighborhood is overrun with Clockworks scavenging amidst the ruins for scrap metal and mechanical parts. In deeper parts of Precipice, Thorns and their demonic masters work towards some unspoken goal, perhaps involving a nearby confluence of powerful Ley Lines.

### <3>Dark Canyons

In the shadows of the deepest chasms in Faultline, the Circle of Thorns battles the Vahzilok for supremacy. This neighborhood is nearly uninhabitable; regardless, neither group will cede control over the area.

### <3>Aftershock

This neighborhood bore the brunt of Faultline's attack on Overbrook. Even the most stable of buildings here are crazily askew, and the crevasses are second only to those of Dark Canyons. Water gushed through here from the reservoir before the dam was stabilized; now, the spillways are tightly shut. The remnants of Hero Corps' first headquarters are also located in Aftershock.

### <3>Reservoir

The Paragon City Reservoir provides a large portion of the city's fresh water. As such, it is a prime target for various villain groups. The Reservoir is constantly under siege by the Clockworks, Circle of Thorns mystics and creations of Dr. Vahzilok. All three groups constantly threaten the city's water supply. The Theodore Knight building can be found on the edge of this neighborhood, though it is entirely unsafe to enter.

## <2>Adventure Seeds

### <3>The Fault is Not Yours

The few remaining workers in Faultline are being threatened by mysterious messages warning them away. Is it one of the villain groups, or something more sinister still?

### <3>The Wall of Storms

The Thorns are once again planning to assault the reservoir and dam. . .but this time, they've allied themselves with the Clockworks. Can the heroes stop this plot before it's too late?

### <3>Knights of the Past

Though nearly destroyed in the attack on Overbrook by Faultline, the Theodore Knight building once housed some of Paragon City's mightiest supergroups. What treasures still wait inside for the intrepid hero. . . or what vicious weapons might fall into the hands of a bold villain?