

*"Avatar: the Last Airbender, but if it starred
Team Rocket from Pokémon."*

Evil Dominion

BY SETA MASTERS

An ADVENTURE FANTASY novel series
For YOUNG ADULT/CROSSOVER audiences

Join ZED and his villainous team; the
RED HAND, as they conquer the multiple
Dominions throughout the world. Finding
the only thing getting in their way is culture,
politics, money, people, and worst of all,
themselves.



The Red Hand

A **Villain** is an individual that conquers a Dominion, outside of the Police or the Heroes. A **Supervillain** is one that conquers multiple.

The **Rogues Gallery** even tells of the 1000 biggest bads on the planet, but a **Villain** is free to rule how they choose, whether it be through tyrannical control or acting on a desire to be greater.

The **Red Hand** organization consists of 9 such Villainous members, shown here:



"Overlord" Zed

Leader of the Red Hand.

A deeply conflicted and emotionally charged 5ft man with a ravenous appetite. Uniquely born with powers, shown in his **super strength**. Birthed to Heroes, raised by Villains, and lived as a circus sideshow, he now seeks to **take over the world**. Grandson of Death. (24)

"Summer Storm" July

Second-in-Command and Weapons Master of the Red Hand.

A 6ft amazon of a woman, beautiful, sexual, and loving to a fault. **Genetically bred** and trained to be the ultimate killing machine by her family; the **Jubilees**. Semi-indestructible, phases weapons out of tattoos. (27)

Doctor "Mera Kai"

Red Hand Physician.

With an ego surpassing all others, **Dr. Lawrence Blue** is a tall and handsome genius known for his brutal efficiency and constant **mutations** of his body. Has a horrifically malformed right arm. Former member of the Hunting Party. (30)

"Patchwork Heart"

Red Hand Spymaster.

Found beneath the Red Hand Base, the **unknown teenager** has a body of only stitched skin. The mind of a 6 year-old makes her innocent beyond belief, until she turns and becomes a **zombie** that happily eats human flesh. (??)

"Red-Button" Rocket

Explosive Expert and Chemist of the Red Hand.

Young and half-Goblin, **Squib Wheeler** understands trade above all. Everything has its price, and it's the only way he can fill the world with a little more **colour and noise**. Has an estranged sister, Kathi. (19)

The Imps

Minions of the Red Hand.

Live in a small constructed city beneath the base's first floor. Led by **Marm**. Super smart and industrious for animals, but not above their base instincts. Imps across the planet **vary greatly** in appearance, due to a remarkable ability to dramatically adapt their bodies to threats.



"Doc Rec" - Robert Recon

Mad Inventor of the Red Hand.

A keen and compassionate - but forgetful - cyborg man. His father carved him up at a young age. His mother is one of the most powerful CEOs on the planet. **Cyborg** right arm, left leg, part of brain. Has no eyes, hence goggles. (25)



"Onzera" & Unit Alpha

Red Hand Computer Support.

Emotionally restricted and infinitely skilled, **Dr. Eleanor Qwertz** is rarely seen outside of her room. Is desperately hunted for her mother's role in creating artificial intelligence. The gynoid **Alpha** is her avatar in the world, but appears to be developing a personality. (22)



"Gorgon's" Gaze

Red Hand Secretary.

Former Princess of her uncle Elagabalus' Cult, **Mab Lerna** is unexperienced in the world. Still, she's an extremely pale punk goth girl with a zealous love for books. Is a **psychic**, able to project an aura of green energy. Hates her big eyes. (17)



Bellamy the Foolish

Arch-Wizard of the Red Hand.

Possessed by a demon, **Bellamy Whist** is an enigmatic **harlequin** with a habit of casually reading people's minds. Wise beyond reckoning, Bellamy teaches the others about how the world works, even if it's hard to tell between wisdom and a **bad joke**. (26)

The Lady of Life

Leader of Muerton/Alsoulan, Grand Sun of the Sol Invictus Religion.

Egbert Kurt & Noot-Noot

Baron and Knight of Bunka respectively. Former is a rotund orc, latter is a cartoon.

Dr. Rachit Singh

Leader of Devilsnight, from Vijaya, currently a fish mutant.

Marius Featherstone

Red Hand Freelance Tailor, from Bunka, often seen in lolita dresses. Gaze's Boyfriend.

The Spinwheel

Hero Company sidekick, given Superspeed. Zed's adopted brother.

Heidi Schtiel

Pandemonium Bazaar Blade Mistress and Sword Swallower, Zed's childhood friend.

Cpt. Smokes

Felis cyborg pirate, rides the Ashwind. Sea travel and smuggling consultant.

The World

The planet exists in pieces, and has been reassembled into multiple realms, called **Dominions**, leaving each one being different from the next and distinctly separated from each other since time immemorial.

Each has its own rules, its own societies, its own customs, its own reality even. What lies around the corner is often a mystery to be solved, but most Dominions are either controlled by a Villain, the Heroes, or a third party — like a government, a corporation, or a religion.

Hallowville

Home base. Once a prosperous farming realm, it fell to gangs and their leader “Fortune” Boon. Its people are beaten down and tired, but trying to reclaim their history.

Devilsnight

Home to a boisterous and hardy people, they too were beaten down by the villainous “Pride King” Neam. Despite retaining their spirit, they have been physically mutated into half-animal hybrids.

Muerton

Paired with Alsoulan. Cultural vibrant with Mexican influences, the two Dominions embrace tradition and family, even if they have troubles managing their domain.

St. Sicran

Long isolated and zealously devoted to the Sun God, the Dominion embraces persecution and slavery of its neighbours, until it suddenly crosses paths with our team of Villains.

Bunka

Ruled by entertainment, Bunka exists as a city of several rings, each organised by the success of its residents. The Sword of Justice at the centre makes sure no one within can come to physical harm.

Michstein

Sealed off by a steel sky, and created by robots called the desja, Michstein only allows residents that are either partly or entirely mechanical. The Ahkawb arena at the centre is the main attraction.



The Base

Located on the giant hill in the center of Hallowville, the former bowling alley was in truth once a secret experimental facility known as The Hain.

After being abandoned, taken over by gangs, and then claimed by the Red Hand, it undergoes constant renovations to make it liveable.

Other Factions

The Hero Company

An organization focused on spreading Life, Liberty, and Justice throughout the Dominions. Based in the Supercity Dominion of X at the north pole.

The top powers are the Pantheon, but upon simply reaching Sidekick level, they are gifted Superpowers.

Alicanto Banks

Ruthless in every deal, the Alicanto banks have a hand in every business venture. No hefty amount of money (*Cash/Coin*) gets exchanged without their say so.

They exist within a hierarchy, but the Stilt-kin are their most often seen finance agents.

The Drachma Family

Composed of many members, both young and old, these Vampires are the greatest legal force on the planet. Able to work Dominions any way they want, the family is rich beyond compare.

Luckily, their nemeses at Van Helsing & Law try to keep them in check.

The Order of Minos

Simply referred to as the Neutral Order. Without allegiance, without emotion, without commitment, the Neutrals act as the third path between Heroes and Villains.



Global Police Department

Dedicated to protecting the people of the planet, the G.P.D. inhabits occupied Dominions so they can arrest any threat that they deem violates their laws.

Most of the higher ranks operate giant mechs they call “Partners”, in order to deal with Villain level threats.



Health Organisation Worldwide

Honest and hardworking, the H.O.W. is an inter-Dominion agency supplying medical attention and recovery to Dominions without the resources to do it themselves.



D-Trader Network

Without a Dominion to call their own, the D-Traders travel to facilitate trade between the realms.

They exist as many separate travelling caravans all reporting back to their single chief, but The Janglers operate the Hallowville local area.



Dominatus Ex Imperium

A true Villain need not conquer Dominions, it need only let the people think they are free.

The Four Lords of the Imperium are truly the force closest to conquering the world, and their subordinates are the most wicked creatures found in the darkest places.



Currently consists of:

EVIL DOMINION: Rise of the Red Hand

EVIL DOMINION: Brothers of the Sun

EVIL DOMINION: Rhapsody of Fortune

EVIL DOMINION: Anarchy Circuit

In development:

EVIL DOMINION: Annihilation at Hand

EVIL DOMINION: Birds of Paradise



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