

THE MAP OF THE MULTIVERSE

THE MULTIVERSAL VIBRATIONAL REALMS

SOURCE WALL

Here is the Limit even to Thought. Beyond lies only Monitor-mind, The Source and the Unknowable.

MONITOR SPHERE

Dwelling place of the mighty Monitor race — once countless in number, the 52 Monitors that remained after the CRISIS event were each tasked with the preservation and study of a separate universe.

LIMBO

Home of the Lost and Forgotten of the Orrery, Limbo is the furthest edge of the manifest DC universe. This is where matter and memory break down.

SPHERE OF THE GODS

From the heights of the Skyland Pantheons to the prison depths of the Underworld, this is the great realm of Archetypal Powers and Intelligences inhabited by Gods and New Gods, Demons, Angels and the Endless.

DREAM

On the borderlands is the magical realm of Morpheus the Dream-King, incorporating the Halls of The Endless, the Courts of Faerie and the Twelve Houses of Gemworld. Home to Oberon, Titania, Amethyst, Santa Claus and the Easter Bunny.

HEAVEN

The Silver City. The Ward of the Voice. Home of the Spectre, Zauriel and the Guardian Angel Hosts of the Pax Dei — The Bull Host, The Eagle Host, The Lion Host and the Host of Adam.

NEW GENESIS

Sunlit lordly New Genesis is the proud home of the New Gods and the young Forever People. The floating city of Supertown is the dwelling place of Highfather, Orion, Lightray, Avia, Big Barda, Scott Free and others.

SKYLAND

Home of the Shining Ones, the Old Gods of Thunder and Lightning, Love and War and Death. Here is Asgard, Olympus, and the Throne of Zeus. The Pantheons of Celts, Mayans, the Divine Bureaucracies of China, and the Gods of Oceania, Mesopotamia and Egypt, the Loa and the Elohim are all gathered here, each with a peak of its own.

NIGHTMARE

The creepy-crawly Shadow Side of Morpheus's domain. Here is the Goblin Market where nothing is real. The Land of Nightshades. Home to the Bogeyman and the Corinthian, haunt of Witches, Yeth Hounds and Bad Dreams.

HELL

Known to some as Sheol, or Jigoku, the burning iron Place of Torment is home to Neron, Belfal, Trigon, Azazel, Abnegazar, Rath, Ghast and the Demon Etrigan — high on a list of a legion of fiends. Here are the Djinns and the Fallen Angels, and the Haters of Humanity, waiting...

APOKOLIPS

The fiery planetasm ruled with the iron fist of the ultimate tyrant, Darkseid of the New Gods, and his cruel acolytes — Dossad the Torture God, Granny Goodness, Glorious Godfrey, Kalibak and many, many others.

UNDERWORLD

Here is Hades, Annwn, the realm of Pluto and the Throne of Erishkagal, the Land of No Return. Known also as The Phantom Zone, this gloomy prison of shades and formless shadows plays host to the criminals of the planet Krypton — General Zod, Ursa the She-Devil, Xadu the Phantom King and many others.

WONDERWORLD

Orbiting Creation itself at unimaginable velocities, Wonderworld is the "Worldquarters" of the long-lost Theocracy, a team of stupendous primal superheroes.

SPEED FORCE WALL

The Speed Force Wall is otherwise known to the denizens of the Orrery as the Speed of Light. It is only a limit to matter.

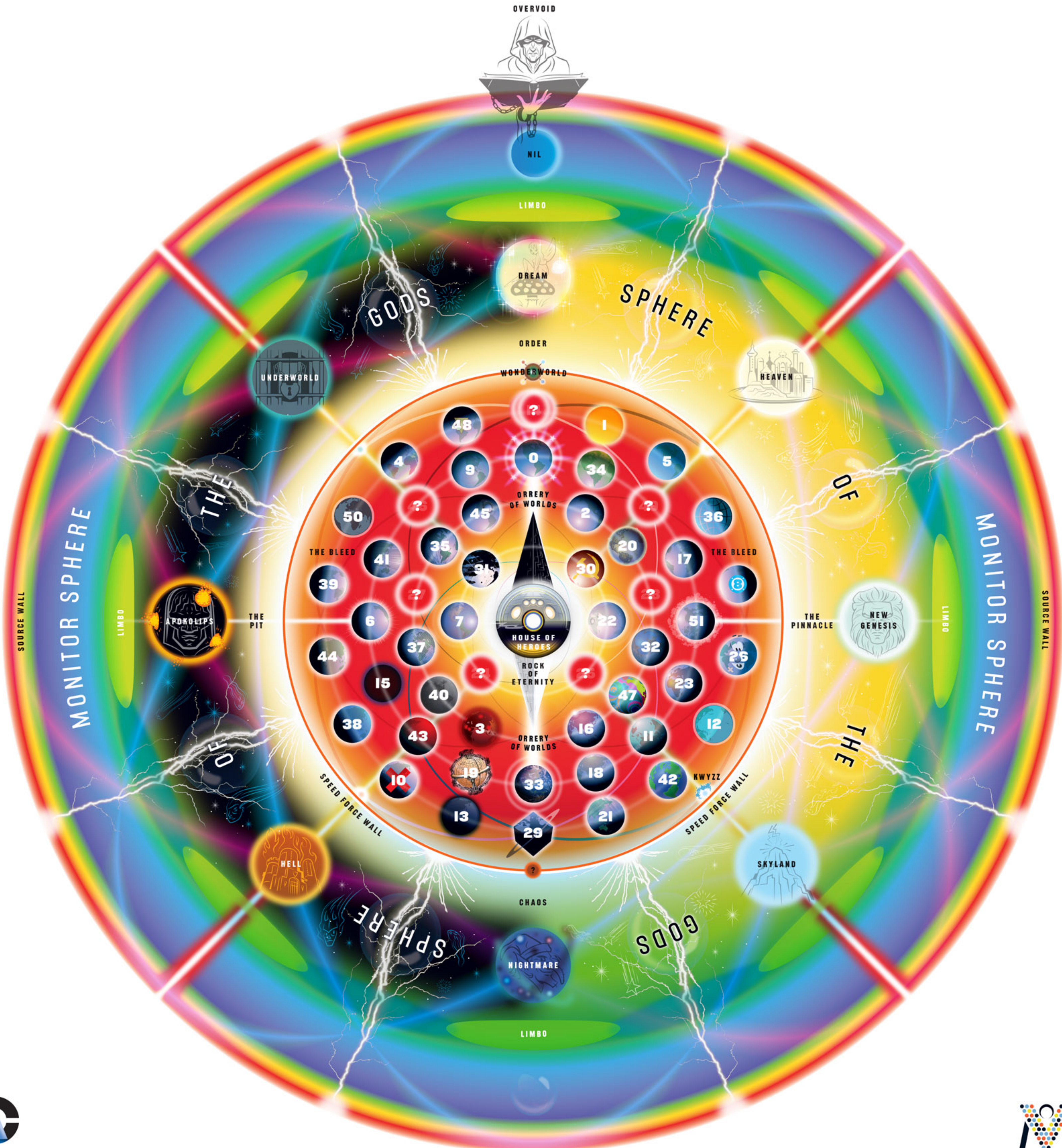
THE FREQUENCIES OF KWYZZ

Radio universe, home to KRACKL the Defender.

ORRERY OF WORLDS

52 "brane universes vibrating in the same space, all at different frequencies, within the all-enclosing Bulk, otherwise known as Bleed-space. Four Bleed Siphons have been drilled in from the Monitor Sphere to the Orrery, to permit harvest of the miracle Ultramicrostream fluid.

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SHIFT SHIP CLASSIFICATION

Powered by caged baby universes, Shift Ships are Monitor nano-tech probes designed to facilitate the investigation, maintenance and control of the Multiversal Orrery of Worlds — microscopic in scale within the Monitor Sphere, they appear immense inside the Orrery.



DESTROYER

The most feared of all Monitor vessels — these massive hell-machines are capable of sterilizing entire universes with self-evolving Reality-Blitzing missiles, Armageddon Activators and Contagion Troops. Used by Monitors to disinfect fatally contaminated continua.



CARRIER

Carriers are large, fast, multipurpose vehicles, used by Monitors to convey communications, materials and equipment between the Worlds of the Orrery.



TANKER

Huge Tankers are sent out to collect precious Bleed and other material from the Orrery and return it to the Monitor Sphere. A string of "seed gravitational singularities" anchors solids, liquids and gases behind them, resembling small planets or suns.



HUNTER

Heavily armed, rapid stealth killers, used to protect Tankers from mega-fauna indigenous to Orrery BleedSpace and to contain and destroy local outbreaks of contamination.



EXPLORER

Swift scientific probes designed to recover data. What they lack in offensive capabilities, Explorers make up for with state-of-the-art empathic navigation, self-aware chameleon camouflage and faster-than-thought engines.

Not to scale

GRANT MORRISON

Text and concept
RIAN HUGHES
Design, illustration
and additional positional details

With grateful acknowledgment of the work of the many artists, writers, colorists, letterers, editors and others who have contributed to the rich tapestry of the DC Comics Multiverse.

