



**World's Finest #1: Wonder Woman**  
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*Wonder Woman #1*  
"Birthright, Part One"  
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Cover by Carlos Galvez

Astrid Morgan awoke from her dream with a gasp, bolting upright in her four-poster bed. The alarm clock read 3:09 A.M. Her heart still pounded in her breast: it had been the old, familiar dream, the one she had had as long as she could remember. The one of a lost world of relentless savagery, and untamed mysteries. In the dream, she was a Princess, and her mother was a proud and beautiful warrior queen.

*"One day, you will rule Shamballah, Astara."* Queen Tara had told her as they gazed out upon the glittering city. *"You are a gift of the gods, our most treasured wonder."*

In Star City, the Morgans were a *kind-of* royalty, but not the sort that wore tiaras and carried scepters. Astrid's Uncle Travis— all the mother and father she had ever known since her parents' death in a plane crash when she was still a baby— was fabulously wealthy, if something of a recluse. He rarely left the grounds of the estate— preferring to spend time in his library— but his philanthropy was well-known in the city. The Morgan Foundation sponsored most of Star City's charitable organizations.

Not that Astrid knew much about that. She rarely rose before noon, spent most her days shopping, and most her nights at the clubs with her friends Donna and Cassie. Wealth had allowed her a life of ease and frivolity. It had not yet taught her the harsh lessons life had to offer. Little did she know, that was about to change.

There was no way she was getting back to sleep now. *Maybe a nightcap, Princess,* she thought ruefully. Throwing a silk robe over her camisole, she padded quietly out of her room in her barefeet, heading for the kitchens. Maybe the night maid would mix her something...

The mansion was always a little creepy at night. It had always seemed too big for her, as if made for giants. She started down the sweeping staircase to the first floor, one hand on the marble balustrade. From the corner of her eye, she caught the flutter of movement. She gave a small start, and stared—but only shadows and silence stared back. Unbidden, she recalled her dream: it always ended the same way: with the descent of the Shadow upon Shamballah, with smoke and screams. And murder. The good queen, her mother, blood trickling from her outstretched hand as she passed Astara to hands that bore her away...

*“Go, my sweet child of wonders! He must never find you! Travis, take her; hide her from Deimos! She is the hope of all Skartaris...!”*

Her uncle, who seemed to share a name with Queen Tara’s most trusted retainer, never scoffed at her dreams. *“There is power in dreams, Astrid,”* He would tell her. *“Power and truth. We can learn much from our dreams.”*

But it was never more than a fantasy, right? She had a fleeting vision of a tiara nestled amidst the silvery locks of her platinum hair, a single ruby bringing out the fire in her sparkling blue eyes. A giggle escaped her lips—but it quickly died: *there it was again!* She was sure she saw something out of the corner of her eye!

Coming to a halt at the base of the steps, she craned her neck around, trying to pierce the darkness and shadows.

“Mariah...?” She whispered the name of the night maid.

Only silence answered her. A moment passed, and she just waited, peering intently around, to no avail. It had to be her imagination, she finally decided, stirred up by that stupid dream. Dismissing it all as nerves, she walked across the cold marble floor of the foyer towards the kitchens. The light was on. Good! That meant Mariah was still up.

The sight that greeted her there made her blood freeze. Slumped against a wall, a smear of blood leading down to her, was Mariah. The young Russian domestic glanced up at Astrid’s arrival, her eyelids drooping.

“Vashek Assassins in the House...Find... Machiste...” She gasped,

before flopping to her side, and laying still.

*Vashek Assassins?* What the hell did *that* mean? Astrid could only stare a moment, clamping both hands over her mouth to keep from screaming. What was going on?

Backing slowly out of the kitchen, her mind racing, Astrid looked around frantically for the controls to the lights. She needed to dispel the darkness, to banish the omnipresent shadows. But she couldn't find them. She wasn't sure if she had ever even turned them on before, always having the servants for that sort of thing...

There was a noise— a crash!— from across the foyer, then a thump as something big and meaty hit a wall. *Mr. Machiste!* Astrid thought of her uncle's African valet. The big, fierce-looking man had always been very protective of her— and Mariah had told her to find him... But his rooms were in the direction of the scuffle she heard now. Was... Was he being attacked by those Vashek Assassins, too?

She wasn't going to wait around to find out. She bolted across the foyer towards the front door, intending to flee into the night, but a glance through the bay window showed her multiple figures running across the lawn in the moonlight. A phone, then! The one in the foyer was dead, the line obviously cut. Her cell phone was upstairs. Before she reached the grand staircase though, she caught sight of someone moving on the landing above her. Something in its hand glinted on a stray beam of moonlight. Clenching her teeth to keep them from chattering, her bare feet slapping on the cold marble floor, she ducked into her uncle's library, and as quietly as possible, she locked the door.

"Astrid...?"

A gasp escaped her lips: she was not alone. Amidst the stacks of books and glass cases of exotic artifacts from around the world, was her uncle. Despite his solitary, studious nature, Travis Morgan was a solidly built man, with white hair, flowing mustaches and a pointed goatee. He staggered towards her now, both hands clutching a gushing wound in his belly.

"Uncle!" Astrid moved to catch him, gently lowering him to the carpeted

floor. Only then did she notice that there were two bodies lying in spreading pools of blood. They were dressed in dark robes and *keffiyeh*.

Travis Morgan moaned in her lap, gritting his teeth in pain. Tears wet Astrid's cheeks, sudden grief vying with the horror of her uncle's blood on her nightclothes.

"Astrid, my dear, stop crying," Travis hissed at her, his breath labored. "I have much to tell you, and so little time..."

"What is going on?" She sobbed, her voice verging on the hysterical. "Who are those people trying to kill us?"

"They are Vashek Assassins, the deadliest killers in all of Skartaris... Listen to me, my dear, before it's too late!" He fixed her with an intense gaze. "Go to the cabinet behind my desk. There is a small wooden box inside. Bring it to me!"

Astrid obeyed, not looking at the two dead bodies, even as she stepped over them. The box was of a deep red wood, and carved with strange symbols. Something about it was familiar...

"Open it, my princess." Travis commanded her, as she knelt by his side again. "Your destiny is finally upon you!"

For a moment, Astrid hesitated. Deep down, she knew if she opened this box there would be no turning back. She opened it.

Within was a whip made of softly glowing golden coils, a pair of silver bracelets carved in the same familiar sigils that were on the box, and a weathered book that looked on the verge of disintegration. Expecting to find a gun or some kind of more effective weapon, Astrid looked over at her uncle, confusion in her eyes.

"Put the bracelets on. Take up the whip. Guard the book. It is all we have left of our precious, lost world..."

"Uncle Travis!" Astrid shook her head, seeing him fading fast. "I don't understand! What am I supposed to do? *What's going on?*"

Summoning the last of his strength left to him, Travis Morgan reached out to her and seized her by the wrist. "My child! You were not born of this world! You are the Princess Astara, daughter of Queen Tara of Shamballah, of whom I was but a loyal retainer. In your tenth year, the Dark Lord Deimos overran all of Skartaris, the land of your birth, and I was bade hide you away, to protect you until such time as it was safe for you to return..."

"What...?"

"Astara, you must understand: you are a child of wonders, conceived of a union between a mortal and a god! You are special, and your destiny is at last upon you... I only wish I could have lived to see you..." He coughed, and blood flecked his white beard.

Suddenly, there as a bang on the library door. They had been heard! Those killers were coming!

"The book will tell you more," Travis wheezed. "Mariah and Machiste will help you, if they live still..."

The door rattled on its hinges, and there came the sound of splintering wood. Astrid looked in panic from her uncle to the door to the box of strange artifacts on her lap.

"What am I supposed to do?" She whispered, knowing the span of her life was to be counted in seconds now.

"There is a glamour on you, child. To dispel it, simply put on the bracelets and crack the whip... Reclaim your heritage! If you are to survive this night, you must remember who and what you are, my child of wonders... My wonder *woman*..."

And with that, Travis Morgan breathed his last.

The library door gave a final shudder as well, and exploded in a shower of wood. In rushed figures in dark robes, brandishing long, wickedly curved knives. At the same time, Astrid Morgan stood up, slipping on the silver-engraved bracelets. She drew back her arm, trailing the whip on the floor— then brought it forward in a slashing motion.

The crack of power shattered glass and eardrums! The Vashek Assassins were blown backwards off their feet, and where Astrid Morgan once stood, was now Princess Astara! To say that the two were one and the same, was not exactly true: Astrid Morgan was a child of privilege, soft and spoiled; but Princess Astara was the scion of warrior-queens of Shamballah, and their blood was a fire in her body! The ten-year old glamour that clouded her body and mind finally dispelled, Astara stood revealed in her true form, clad in ancient Skartaran armor, a silver tiara—inset with a blazing ruby— upon her brow!

She looked down on herself in amazement, barely able to believe her transformation. *The dream... It wasn't a dream at all... This is who I was meant to be...*

"It is she!" A harsh, rasping voice intruded upon her reverie. The Vashek Assassins were back on their feet, circling her warily. "The Princess Astara! Take her!"

As one, they rushed her.

Astrid— *no*, she told herself, *I am Astara!*— reacted instinctively, as if she did battle everyday of her life. The golden whip whirled over her head, then came snaking down with a loud report, sending the targeted Assassin sailing across the room, unconscious. She spun around, lashing out with her foot, connecting with the face of one of her foes, dropping him, his body knocking another off-course. The others kept coming, but Astara was ready for them. The knives flashed at her, but she met them with her silver bracelets, moving so fast her arms were a blur. Sparks flew in the air, illuminating her blazing, furious eyes. These killers had invaded her home, they had killed her uncle; Mariah and Machiste were probably dead, as well. They were going to find out just how she felt about that.

With a flurry of blows, she drove them back. Grabbing one by the arm, she was pleased to discover she had the strength— and then some!— to use him as a club, knocking the Assassins down like dominoes, scattering them across the library. A perfectly-aimed throwing knife was deflected by a bracelet, and the thrower dispatched with a blow that sent him crashing into a shelf of books, bringing the whole thing down

around him. A new wave of the killers— probably the ones she had seen skulking around outside, poured into the library, but Astara had had enough. She brought the whip down in a mighty crack, the force of which was like unto a concussion bomb. It blasted everything around her, flattening the library like the wind of a hurricane... Her foes lay at her feet, defeated.

She looked at the whip in her hand, shaking her head in surprise. She was going to have to learn to control that better...

Tentative footsteps got her attention. But it was not another Vashek Assassin picking through the remains of the library, but Mariah and Mr. Machiste! They stumbled forward, supporting each other. The tall, noble-looking black-skinned man was cradling the bloody stump of his right arm, and Mariah's hair was matted with blood— but they lived. And they stared at her in astonishment.

"Astrid—" Mariah began, her voice choked with emotion. "Princess..."

"No," Astara pronounced, remembering with sudden clarity Travis Morgan's last words to her. "You can call me **Wonder Woman!**"

**To Be Continued!**

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If you enjoyed this story, you can find more alternate universe tales of your favorite DC heroes at DC3 Multiverse.

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## From the same author on Feedbooks

The Adventures of Superman #0 (2005)

The Adventures of Superman: Lost Sons of Krypton, Prelude:  
Strange Visitors!

A strange visitor from another planet comes to Metropolis--- and Superman is all that stands in his way! It's a battle royale in the skies and streets of the City of Tomorrow as a mistake from Jor-El's past comes back to haunt his son. And intrepid reporter Lois Lane is onto the story of her career, but can the Man of Steel save her when she goes too far?

The Adventures of Superman #1 (2005)

The Adventures of Superman: Lost Sons of Krypton, Pt. 1: A War of Brothers!

Zod, the Destroyer of Krypton, has come to Earth, and with his Tigris and Hound, the bastard son of Jor-El, at his side, can even Superman stand against him? Meanwhile, Lois plays a deadly game to get to the bottom of the sinister machinations of Lex Luthor!

The Adventures of Superman #2 (2005)

The Adventures of Superman: Kingdom of Zod.

Superman leads a desperate assault on the Antarctic Kingdom of Zod. But even with the aid of an unexpected ally, can the Man of Steel overthrow the might of the Destroyer and his Doomsday Bomb?

Wonder Woman #0 (2005)

Wonder Woman: A Game of Gods and Men, Prelude.

Meet the Amazing Amazon as she hosts a summit of world leaders at Themyscira House--- but danger stalks the hallowed halls as a familiar foe lurks, thirsty for the blood of her enemy Wonder Woman! Meanwhile, on Paradise Island, former USAAF Colonel Steve Trevor becomes embroiled in the deadly affairs of gods and men--- and learns that sometimes they are one and the same!

Detective Comics #0 (2005)

Detective Comics: Lustmord, Prelude.

A wicked new serial killer with a bloody history stalks the night-time streets of Gotham, and no one is safe! Reeling from personal crises, the Dark Knight must confront hidden dangers from his own past and new enemies laying in wait for him... From Crime Alley to Arkham Asylum, Batman is tested by a diabolical mastermind!

Detective Comics #1 (2005)

Detective Comics: Lustmord: Shadows and Fog.

The mystery of the Gotham Ripper deepens as his murderous rampage continues. Batman haunts the streets and shadows, determined to bring the lunatic to justice, but in Arkham Asylum, plots are laid for the Dark Knight's demise!

Detective Comics #2 (2005)

Detective Comics: Lustmord: An Uncommon Fondness for Blood.

With Vicki Vale in the clutches of the Gotham Ripper, Batman must contend with a foe who has studied him for years--- and discovered his secret identity! This is the gruesome conclusion to the Lustmord storyline!

The Immortal Legend of Hawkman #0 (2005)

The Immortal Legend of Hawkman: Under Ancient Stars.

In the days of the pharaohs, in the land of the pyramids, is born a hero for all time! Defying the will of men and gods, Prince Khufu and his beloved Chay-Ara embark upon a destiny filled with triumph and tragedy, sacrifice and murder. With the wizard Nabu and the champion of Shazam who will one day be known as Black Adam at their side, they must use the power of the otherworldly Thanagarian Nth Metal and the gifts of the hawk-god Horus to defeat the villainous immortal tyrant known as Vandal Savage! Born in the fires of war, undying passion and treacherous betrayal, this is a definitive retelling of the ancient origin of the hero who will be known as--- Hawkman!

The Immortal Legend of Hawkman #2 (2005)

The Immortal Legend of Hawkman: Wings of Destiny, Part 2.

The two part origin arc of the Golden Age Hawkman concludes as Carter Hall takes up the mantle of the immortal hero and races against time to save Shiera Saunders from the clutches of the

villainous Dr. Anton Hastor! But first he must survive the attack of the undead Sons of Anubis, and defeat the man who is destined to slay him!

*The Immortal Legend of Hawkman #1 (2005)*

*The Immortal Legend of Hawkman: Wings of Destiny, Part 1.*  
"Wings of Destiny, Pt. 1" First in a two part origin arc! It is 1938, and the world hovers on the brink of war... Troubled by dreams of past lives, museum curator and archaeologist Carter Hall receives a mysterious package from a lost colleague that sends him across the globe to Egypt, where he will be reunited with an immortal love and encounter an enemy that stalks him through the ages! A hero discovers his destiny as the Golden Age Hawkman is born!

*Wonder Woman #1 (2005)*

*Wonder Woman: The Swords of the Amazons!*  
As Wonder Woman hunts the Cheetah, Doom's Doorway opens and Themyscira is besieged by the horrors of the underworld! Diana must contend with a deadly and secret mastermind determined to destroy her and all she holds dear!

*Teen Titans #0 (2005)*

*Teen Titans: Friends and Heroes.*  
Reeling from recent harrowing events in Gotham, Dick Grayson struggles with the decision to hang up his cape and mask forever as he goes off to college in New York City. Joined by Roy Harper and Wally West, the trio have a fateful meeting with the girls who will forever change their lives! Guest starring Wonder Woman!

*Wonder Woman #2 (2005)*

*Wonder Woman: The Rage of Angels.*  
As the Minotaur leads the Sons of Uranus against the walls of Themyscira and Wonder Woman does battle with Typhon, the Father of Monsters, a more devastating threat comes to Olympus... Nothing will be the same after this issue!

*Teen Titans #1 (2005)*

*Teen Titans: Serpent's Tooth, Part 1 (of 2).*  
As the team comes together, Wally West is seduced by a mysterious girl with a dangerous secret. The Titans must infiltrate the

church of a fanatical ancient cult to rescue one of their own, but a fierce enemy awaits them: Enter Brother Blood!

Teen Titans #2 (2005)

Teen Titans: Serpent's Tooth, Part 2 (of 2).

The Titans have fallen to Mother Mayhem and a dark messiah is on the brink of awakening! Only Dick Grayson and his new ally, the mysterious and dangerous girl known as Raven, stand in the way of the resurrection of the dreaded... Brother Blood!

New Outsiders #0 (2005)

New Outsiders: What Happens in Vegas...

PLEASE NOTE: THIS IS A MATURE READERS TITLE.

A gritty and realistic look at vice, corruption and superheroing in Sin City! Meet the New Outsiders---Green Arrow, Black Canary, Huntress, Batgirl, Zatanna, and a driven District Attorney named Adrian Chase, the Vigilante!--- an unorthodox team of heroes banded together to stand against a sinister conspiracy and depraved foes!

New Outsiders #1 (2005)

New Outsiders: House Rules: Luck be a Lady.

PLEASE NOTE: THIS IS A MATURE READERS TITLE.

Things heat up in Vegas as the Vigilante and Huntress face off against each other, and Green Arrow and Black Canary enlist the aid of young college prodigy Barbara Gordon to break into L'Inferno and rescue an old friend from the clutches of the criminal organization, the House, and its cruel mistress, Roulette--- and only Zatanna stands in their way!

New Outsiders #2 (2005)

New Outsiders: House Rules: The Most Dangerous Game.

PLEASE NOTE: THIS IS A MATURE READERS TITLE.

With Black Lightning's life at stake and Green Arrow and Black Canary in the clutches of the House, Batgirl looks for some unlikely allies as she plays a dangerous game with Roulette in the conclusion of the New Outsiders origin arc!

JSA: Legends of the Golden Age #0 (2005)

Justice Society of America: Legends of the Golden Age: The Society, Prelude.

In the dark days before WWII, A Secret Society of Super Villains unleash a masterplan to seize the world in its iron grip of tyranny! But, in the gathering shadows of war, there is a glimmer of hope! The emerging mystery men of America--- Hawkman! the Flash! Hourman! the Atom! Starman! Dr. Fate! the Sandman! and the Amazing Amazon, Wonder Woman!--- rise up in a Justice Society to oppose the evil oppressors! But can even they withstand--- the Spear of Destiny!?!

All-Star Comics #1 (2006)

All-Star Comics: Captain Marvel, Part 1 (of 2).

At last! The history of the World's Mightiest Mortal in the DC2 is finally revealed! The ancient wizard Shazam recalls the career of his champion, even as foes from the past regroup to threaten the world once more. But will there be a Captain Marvel to stand against them?

Action Comics #7 (2006)

Action Comics: Hostile Takeover.

What is Genesis Corporation? Clark and Lois want to know--- and so does Lex Luthor! The Countdown to the Crisis heats up as some major players are revealed and a three-way brawl erupts in the skies over Metropolis!

Action Comics #8 (2006)

Action Comics: For All Mankind...

Crisis: The Apokolips Imperative, Part 9!

Darkseid has assembled nearly all of the components to complete the Anti-Life Equation. Now, Wonder Woman leads a daring mission to the very gates of Darkseid's palace to rescue the Man of Steel and bring hope to the war-torn planet Earth! Don't dare miss this pivotal chapter, as one man shows just what it means to be a hero! You won't believe the shocking ending!

Action Comics #9 (2006)

Action Comics: Return to Smallville, Part 1 (of 4).

In the wake of the crisis, the greatest tragedy of his life brings Clark Kent home to Smallville. But can you go home again? A new

era in the life of the Man of Steel begins here! New dangers await, an old romance is rekindled--- and you won't believe the shocking ending!

*Action Comics #11 (2006)*

Action Comics: Return to Smallville, Part 3 (of 4).

The mystery villain stands revealed and the truth about Connor finally comes out! Superman stands alone against friend and foe alike and the surprises keeps coming in this penultimate chapter of the new adventures of the Man of Steel!

*Action Comics #10 (2006)*

Action Comics: Return to Smallville, Part 2 (of 4).

Reeling from Lana Lang's recent revelation, Clark is forced to re-evaluate his future--- unaware that a secret enemy is lurking and waiting to destroy him! Meanwhile, Lois Lane shows up in Smallville on the trail of the biggest story of her career: the secret identity of Superman!

*All-Star Comics #2 (2006)*

All-Star Comics: Captain Marvel, Part 2 (of 2).

Billy Batson has no time to adjust to his new role as Captain Marvel as the Monster Society of Evil unleashes their attack upon Fawcett City! And not even the wizard Shazam is safe when the villains storm the Rock of Eternity and a new, deadly fiend is born!

*Wonder Woman #8 (2006)*

Wonder Woman: Hell Hath No Fury...

*All-Star Comics #5 (2006)*

All-Star Comics: Martian Manhunter.

Snatched across time and space by the machine of Dr. Erdel, J'onnn J'onzz is the Last Son of Mars, a dead planet wasted by a telepathic plague created by his own brother. On Earth, he is the Martian Manhunter, a crusader for justice in the years after the JSA retired and before the advent of Superman. Now, hoping to at last find his place on his adopted homeworld, he is John Jones, Private Investigator--- but his quiet retirement is at an end when a

beautiful dame walks into his office with legs to kill for and a fiery disposition...

*Rogues Gallery #1 (2006)*

Rogues Gallery: Catwoman: Hot Tin Roof.

A wave of cat burglaries sweeps through Gotham's elite society! But as the Crown Jewels of Bahdnesia come to the city, can the beautiful socialite Selina Kyle resist the lure? Sparks fly when Batman comes face to face for the first time with the deadly feline fatale, Catwoman!

*DC2 Special #1: An Arkham Christmas Carol (2006)*

DC2 Special: An Arkham Christmas Carol.

*Wonder Woman #4 (2006)*

Wonder Woman: The Eye of the Storm.

The true enemy is at last revealed, and the gods of Olympus discover there is a traitor among them! Meanwhile, the war on Paradise Island comes to a turning point as mysterious new arrivals appear--- but are they friends or foes? And in the end, Diana must set out upon a new quest to save everything she holds dear...

*Wonder Woman #5 (2006)*

Wonder Woman: The Quest for the Syrinx.

Nemesis is awake, and destined to bring about the end of the cosmos! Only the Syrinx, the Pipes of Pan, can stave off the inevitable fate of the universe, and now Diana, Hippolytus and Steve Trevor set off on a quest to the isle of the witch to find the legendary artifact. But will Circle prove Wonder Woman's most implacable foe yet?

As the traitor to Olympus makes his next move, the gods brace themselves for the final assault of the Furies!

*Wonder Woman #3 (2006)*

Wonder Woman: Horns of Doom.

Both Olympus and Paradise Island are reeling from the cataclysmic events of last issue, and the true enemy is at last revealed! Be here when Wonder Woman and the Minotaur face off at last under the walls of Themyscira!

Wonder Woman #6 (2006)

Wonder Woman: The Isle of the Witch.

The Quest for the Syrinx continues! As Wonder Woman confronts her old enemy, the witch Circe, the plots and machinations of all the players start to become known: friends are not who they seem and the true plans of the Olympian traitor are revealed as the Game of Gods and Mortals hurtles towards it's epic conclusion next issue!

Wonder Woman #7 (2006)

Wonder Woman: Down the Widening Gyre.

Wonder Woman must journey into the Underworld to retrieve the Mask of Hecate for Circe, as time is running out! Even the Gods of Olympus prepare to meet their end as Nemesis, She Whom None Can Escape finally rises to work her terrible will, and the final moves of the Game of Gods and Mortals are played out! The Olympian traitor is revealed--- and his masterplan at last is clear!--- in this penultimate chapter of the epic storyline that began in Issue 0!

Wonder Woman #9 (2006)

Wonder Woman: Armageddon Aria.

The war is over and Wonder Woman is faced with a host of new problems: what to do about the war-like Lost Amazons, who will rule Paradise Island--- and who wants her to get... married?!? And Godfrey's Glorious Crusades reaches fever pitch as a deadly new foe is unleashed upon Diana--- and leads directly into next month's crisis!

Wonder Woman #10 (2006)

Wonder Woman: Darkseid Is.

Crisis: The Apokolips Imperative, Part 13!

At long last, the Anti-Life Equation is within the grasp of the Lord of Apokolips! The world's greatest heroes come together for the first time--- to destroy each other! Don't miss the epic battle as Wonder Woman stands alone against a world turned against her!

JSA: Legends of the Golden Age #1 (2006)

JSA: Legends of the Golden Age: Attack of the Giant Nazi Robots!

It's mayhem at the 1939 Worlds Fair in New York, as Baron Blitzkrieg attacks the greatest gathering of scientific minds in the world, and the Secret Society of Super Villains continue their quest for the Three Holy Artifacts!  
This is it! The birth of the JSA!

Teen Titans #10 (2006)

Teen Titans: Forever and Never, Amen!

Crisis: The Apokolips Imperative, Part 7!

The city of Metropolis teeters on the edge of an uneasy peace as the truce between Lex Luthor and Darkseid begins to break down. Who are the Forever People and what happens when they turn the city of refugees against the Titans? Bedlam ensues!

Justice League #0 (2006)

Justice League: Justice Falls.

Crisis: The Apokolips Imperative, concludes!

This is it! The final battle between Earth and Apokolips as the World's Greatest Heroes take the fight to Darkseid! Don't dare miss this issue--- one year in the making!--- and the senses-shattering conclusion to this epic storyline!

Justice League #1 (2006)

Justice League: A League of His Own, Part 1.

It's finally here! The World's Greatest Heroes have come together as one! But not everyone is happy about that... It's the grand opening of the Hall of Justice, and all of Metropolis has turned out to honor their saviors. But hatred and jealousy lurk in the heart of one man as he schemes to destroy the newly-formed League! And this time, the League has met its match!

Justice League #2 (2006)

Justice League: A League of His Own, Conclusion.

The most powerful members of the Justice League have fallen to Amazo. Now, only Batman stands against the villainous Professor Ivo and his killer android, with all the powers of the World's Greatest Heroes at his disposal...

World's Finest #1: Batman (2007)

Join us on Earth-X for the re-imagined Batman and his new adventures.

*World's Finest #1: Superman (2007)*

Join us on Earth-X for the re-imagined Superman and his new adventures.

*All-Star Comics Annual #1 (2007)*

All-Star Comics Annual: Justice Society of America: The Time of Their Lives.

*All-Star Comics #10 (2007)*

All-Star Comics: Hawkman: Sins of the Father, Part 1 (of 4)

*All-Star Comics #11 (2007)*

All-Star Comics: Hawkman: Sins of the Father, Part 2 (of 4)

*All-Star Comics #12 (2007)*

All-Star Comics: Hawkman: Sins of the Father, Part 3 (of 4).

*All-Star Comics #13 (2007)*

All-Star Comics: Hawkman: Sins of the Father, Part 4 (of 4).

*The Flash #23 (2008)*

The Flash: Flash of Infinite Worlds!

When Barry Allen agreed to help his good friend Ray Palmer with an experiment, he never thought he'd find himself in another reality! The Cosmic Treadmill takes the Scarlet Speedster to a parallel Earth, and just may give him a glimpse at his own tragic destiny! Can even the Flash fight the future? Find out in this first ever DC2/DC3 crossover issue as we enter the Multiverse!

*Adventure Comics #11 (2010)*

Adventure Comics: Stranger New Visitor.

The long-awaited return of the DC2's original Superman book, by its original creative team! Springing from the pages of last month's "Action and Adventure" Annuals, the new era for the Man of Steel continues here, as Lois investigates the sinister Evil Factory, a strange figure in a familiar costume arrives and a threat from

beyond the stars strikes in the heart of Metropolis... A huge storyline for the Man of Tomorrow begins here!



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