



All-Star Comics #1

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All-Star Comics
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Chapter 1: The Historama

In a cavernous chamber of rock, on a stone chair between two dimly glowing braziers, sat the ancient wizard Shazam. He gazed solemnly into the mists as the images began to take shape before him: there was a white-haired mortal, bed-ridden, his body still vital but his mind sadly deteriorated; the mortal gazed out a window, as if searching for someone he long expected, but never found. He dozed, falling in and out of lucidity.

Captain Marvel was dying, Shazam realized. Or rather, C.C. Batson, the mortal host of the wizard's powers, was. For seventy years, Batson had served as the Champion of Shazam, battling the forces of evil as Captain Marvel. Batson need only utter the name of the wizard to call the magical thunder and lightning from the sky, to summon the wisdom of Solomon, the strength of Hercules, the stamina of Atlas, the power of Zeus, the courage of Achilles and the speed of Mercury! When he was Captain Marvel, Batson was transformed, suffused with youth and vitality— age could not touch the Champion of Shazam!

But when he was not Captain Marvel, time worked its slow progress upon him, as it must upon all mortals. In the dark days of the Second World War, Captain Marvel was called daily into action by a desperate world, to battle sinister Nazis and rampaging monsters, alien threats and mad scientists. He served side-by-side with the world's greatest heroes, in the honored ranks of the Justice Society of America, and continued the fight long after they retired. But though he was the World's Mightiest Mortal, he was still a mortal... Tragedies followed triumphs, and time

works its inevitable will upon all...

Eventually, C.C. Batson forgot the name of the ancient wizard who long ago sought out a mortal that was noble of spirit and pure of heart...

But the world *needed* Captain Marvel.

Since the dawn of time, Seven Deadly Enemies had waged war for the hearts and souls of Man: Pride, Envy, Lust, Hatred, Selfishness, Laziness and Injustice. A champion was needed to point the way; a soul that was pure, and free of the corruption of the Seven Enemies...

C.C. Batson had been one such man...

The Historama scrolled in a vista of ever-changing images past the eyes of the ancient wizard as he remembered the events of almost seventy years ago, when he had, at last, been forced to choose a champion again to wield his power...

The mists parted, and C.C. Batson again appeared, except this time he was young and hale. He made his way carefully down a long dark tunnel, holding aloft a smoldering torch. And he wasn't alone: at his side, flinching at the macabre carvings on the walls was Batson's partner, a scrawnier man with a widow's peak: Theo Adam.

"How much further, Batson?" Adam's voice echoed down the centuries. "This hidden tomb is giving me the willies."

"It's hard to say, Theo." Came C.C.'s rich timbre. "That old scroll we bought at the bazaar in Shiruta was not exactly precise. But if it was genuine, then we could be on the verge of the discovery of Ancient Khandaq's greatest and wickedest King, the legendary Khem Adam!"

"If!" Theo Adam snorted. "You mean we could have come all the way to this godforsaken country for nothing? I knew I should have gone to work for Carter Hall in Egypt..."

With sad eyes, the wizard Shazam watched again as the two men came upon the stone sarcophagus, carved only with a thunderbolt, and a dire warning in hieroglyphs.

“This must be it!” Adam set upon it instantly with a crow-bar. “Let Hall have Khufu, the treasures of Khem Adam are ours!”

“Wait!” Batson grabbed his partner by the arm, halting him. “We’re archaeologists, not grave robbers. And if there are any treasures to be found here, they belong to the people of this poor country!”

“Get yer mitts offa me, Batson!” Adam swung the crow-bar, catching C.C. a glancing blow to the head, felling him. Somewhere, Shazam could hear the laughter of the Seven Deadly Enemies of Man...

Sweating, Theo went back to work on the sarcophagus, prying off the lid to reveal a moldering mummy, wrapped in rotted lineaments. But what set his eyes glowing was the glittering blue scarab of lapis lazuli atop the dead king’s chest. With trembling hands, Theo snatched it out of the coffin, and saw that the back of the scarab was also inscribed with hieroglyphs and the thunderbolt symbol.

The ancient wizard remembered the day, so many millennia ago, when he had at last confronted his former champion, made mad and wicked by the loss of his family and the slaughter of his people; Shazam had been forced to trap the power of his first champion in the scarab, burying it with the mortal remains of Teth Adam.

He had never expected it to be freed again.

Theo read the hieroglyphs.

“Shazam...?”

Thunder cracked the sky, and lightning split the roof of the temple outside the desert oasis city of Hurut. And where Theo Adam once stood, there lived again the mighty Black Adam!

C.C. Batson awoke just in time to see the apparition take flight.

“Holy Moley...!”

But C.C. Batson’s astonishment was just beginning.

From out of the dust of the ruined temple came the wizard himself, awakened from his millennia-long slumber by the use of his power.

Shazam watched as he himself led the amazed Batson deep underground, across time and space, to the very chamber he watched from now!

“Black Adam has fallen into madness, and perverts the power I gave to him. He has surrendered to the Seven Deadly Enemies of Man, and he must be stopped. As long as you remain pure of heart and innocent of spirit, you need only call upon my name to wield my power. Will you become my new champion? Will you become a captain of marvels?”

Without hesitation, C.C. Batson spoke the magic word.

That first titanic battle between Captain Marvel and Black Adam rocked the heavens themselves. For a day and a night, their struggle raged across the deserts of Khandaq, two evenly matched champions vying for supremacy. But when the fight spilled over into the ruins of ancient Gon, the tyrant at last had had enough. He fled into the night, beaten and humbled, but smoldering with hatred and jealousy for his new nemesis.

And over the years, wherever Black Adam reared his head, Captain Marvel would be there, too.

But Black Adam was not the only menace to threaten the world. It was a dangerous time, and the Seven Deadly Enemies of Man were abroad in force. The Axis Powers rose up to engulf the world in fire and war, and villains of every stripe appeared to work their nefarious plans. And Captain Marvel was there to oppose them!

The ancient wizard watched with pride as the mists of the Historama swirled and revealed the long career of his champion. He saw the

machinations of the evil genius Sivana, who vowed to destroy Captain Marvel. He saw the Aryan super-soldier known as Captain Nazi challenge, and repeatedly fall before the might and compassion of the power of Shazam... and there were others— many others!— like the Venusian worm Mr. Mind, the Lord of the Beast-Men, King Kull and the mad firebug called the Arson Fiend.

But Captain Marvel was not alone in his crusade.

Following his selfless example of heroism, other heroes rose up: first the Flash in Keystone City, then the Sandman in Manhattan, and Hawkman and Green Lantern and Wonder Woman and the list went on and on! Together, the heroes protected the world as the Justice Society of America, and Captain Marvel stood at their side against the likes of the Ultra-Humanite, Solomon Grundy, the Dragon King and even Adolf Hitler himself!

The balance shifted and the scales tipped back— not even the Seven Deadly Enemies of Man were a match for the message of hope and justice.

Yes, the world needed Captain Marvel— but maybe not so much anymore. The World's Mightiest Mortal almost felt that he could settle down in Fawcett City, with his wife Marilyn and his young son Billy...

With great regret, the wizard looked again upon that sad day when Dr. Thaddeus Sivana kidnapped Billy Batson.

It was a cold and rainy afternoon in 1951, and the boy had been out on the curb hawking his newspapers. The headlines were all of the recent Senate Hearings demanding the unmasking of the JSA, and Captain Marvel was away in Washington, D.C., testifying. The hunchbacked little goblin Sivana had watched his archenemy for a long time, had seen how the Captain had given the 13 year old boy a scoop to take back to the producers of radio station WHIZ... The brilliant but diabolical mind had made some deductions, and calculated that Captain Marvel could be hurt through the newsboy.

So Sivana snatched Billy off the street, dragging him to his secret lair.

“The game is up, Sivana!” The Captain smashed through the concrete walls of the hideout, bursting into the sinister laboratory where Billy was chained to the wall. “This time you’ve gone too far, dragging a child into this! You’re going away for good, now!”

“That’s what you think, you Big Red Cheese!” Crowed Sivana and aimed the weapon that had been a gift from his former assistant, Per Degaton.

But the temporal cannon did not have the desired effect: the beam ricocheted off the Captain’s chest, useless against the magical protection of the power of Shazam, and struck Billy Batson!

Captain Marvel watched in horror as his son flashed out of existence!

“Bring him back!” He snatched up the mad scientist and demanded, tears in his eyes.

“I can’t!” Sivana laughed. “The beam only works one way!”

And for the first time in his life, C.C. Batson heard the whisperings of the Seven Deadly Enemies of Man in his ears... This man who hated him for no reason, who lived only to do evil— *who had just taken away from him his only child!*—was completely at his mercy and would not the world be better for his execution?

Shazam watched again the struggle on his champion’s face, with sorrow and with pride: for in the end, here was a noble being, pure of heart and innocent of spirit! Here was Captain Marvel, and he did the right thing.

Sivana went to jail. And C.C. and Marilyn Batson clung together in their grief.

And Captain Marvel carried on, fighting the never-ending battle. The Captain was a beacon of hope and justice in a world that was sometimes too cynical to find these qualities on its own. But a time came when the mortal Batson spoke the wizards name less and less frequently: a new age of heroes had dawned! There came a strange visitor from another planet, a Man of Tomorrow who rose up to protect his adopted world; an Amazon Princess who was like unto a goddess herself; and a Dark Knight Detective from whose sight no criminal could escape. And the

World's Mightiest Mortal was content to watch with pride as his legacy was continued by another generation...

But Captain Marvel could afford to sit and watch no longer!

From his throne in the cavern that existed outside of time and space, the wizard Shazam saw that a new menace was rising! Foes thought long vanquished were banding together and hatching a deadly scheme, one that no Man of Steel or Amazonian Champion could withstand.

Perhaps C.C. Batson could no longer carry on the fight, but it was time for another to take up the mantle of Captain Marvel!

But in all the world, where could he find a heart so pure, a spirit so innocent...?

Shazam peered into the mists and remembered.

Yes... There is one...And he returns just in time!

On the streets of Fawcett City, from out of a tear in the fabric of time, a young boy stumbled!

He looked about himself in amazement, at the casually apathetic passers-by, the skyscrapers towering above him, and the sleek, rushing traffic in the street.

The boy scratched himself on the head, craning his neck up at the only familiar landmark, the WHIZ radio tower that dominated the Fawcett City skyline, though even it was different, sporting a new digital news reader that scrolled the headlines in glowing red letters: **JANUARY 25TH, 2006: FAWCETT CITY FUSILIERS PLAY METROPOLIS COMETS TONIGHT AT WHIZ FIELD...!**

"Holy Moley!" Exclaimed Billy Batson.

Chapter 2: The Rebirth of Evil!

The zeppelin was a relic of the post-war days in Fawcett, a nostalgic fixture in the skies over the city. Few knew that it had recently been purchased by the mysterious German recluse named Albrecht Krieger—otherwise known as Captain Nazi!

The super-soldier serum of long-dead Nazi scientists coursing through his veins, the Aryan ubermensch, looking no older than the day he was first injected with the serum, narrowed his eyes and gazed around the table at the infamous gathering he had called together in his floating lair.

They glared back at him, and he could almost feel their palpable desire to again wreck havoc.

“Why have you called us here, Captain Nazi?” Spoke the wizened little man with the beady eyes as he toyed with a spark of flame that danced like a live thing from his finger tips.

“Patience, Arson Fiend. All will be revealed soon.” Captain Nazi soothed the old man.

But the Neanderthal-looking man with the horned helmet was also showing his impatience. He slammed his meaty fist upon the table, snarling.

“King Kull waits for no man!” He spat. “I have returned to civilization for one thing and one thing only: to kill Captain Marvel!”

“That is why we are all here, my hirsute friend.” Came the weird voice from the jar on the center of the table. Floating in a bath of brine in the jar was a large green worm with bulging eyes, regarding the Lord of the Beast-Men with disdain. “He is the only obstacle that stands in my way of dominating this insignificant planet.”

“You mean ‘our way’, don’t you, Mr. Mind?” Captain Nazi rumbled dangerously.

“Yes. Of course.”

“Kill. Captain. Marvel.” Spoke a cone-headed metallic robot with a single-mindedness they all could share.

“Well said, Mr. Atom.”

From out of nowhere appeared a man in dark flowing robes, bald, with a carefully groomed goatee and a devilish glint in his eye. He stepped up to the table with his hands folded into his sleeves.

“At last, Ibac.” Captain Nazi said. “Those of us that still live, I have called together as you requested. Now perhaps you would care to explain yourself?”

Ibac, the man who had once been Stanley Printwhistle but had made a deal with the devil for the cunning of the most evil men in history, Ivan the Terrible, Cesare Borgia, Attila the Hun and the Roman Emperor Caligula, smiled and stroked his moustaches.

“Ah, my old comrades! Captain Nazi, Arson Fiend, King Kull, Mr. Mind and Mr. Atom! I have called us all together again to share in my greatest discovery! As you all know, I was ever the student of the occultic arts, and have long used my powers to seize the respect that is rightfully mine. But, like all of you, I was frustrated time and again by our mutual enemy, Captain Marvel!”

At the mention of the hated name, King Kull bared his teeth and a rumbling came from deep in his chest.

“Kill. Captain. Marvel.” Repeated Mr. Atom, his optical sensors flashing hotly.

The brine in Mr. Mind’s jar gurgled in amusement.

“Bah!” Scoffed the Arson Fiend. “He’s defeated us every time. And now he has his pal from Metropolis to call on if he needs help!” He wiped the drool from his chin, and belched a tiny spurt of flame.

“Superman is alien filth.” Captain Nazi cracked his knuckles. “I have long desired to unleash the fury of the Everlasting Reich upon him.”

Ibac flashed a droll smile.

“The Kryptonian will not be a problem for us. You see, his greatest weakness is magic, and I have at last found the Dread Infernal Word!”

Though none of them knew what that meant, they all recoiled in apprehension.

“You see,” Ibac explained. “When the mortal who has been granted the blessing of the wizard Shazam speaks his name, he is transformed into Captain Marvel. When our late, lamented comrade Timothy Karnes spoke the word ‘Sabbac’, an acronym of the foulest demons in hell, he was granted their power. I, myself, have gained my cunning the same way. However, there is another word, vouchsafed to me by the infernal princes themselves after much study and close communion, which will transform a mortal into an unstoppable godlike force!”

“And what is this word, Earthling?” Spoke the Venusian worm, Mr. Mind.

Ibac’s face darkened. “It must never be uttered in vain. And if the summoning is to work properly, it must be spoken for the first time in the presence of the Seven Deadly Enemies of Man.”

“And where is that? Gotham?” Chuckled the Arson Fiend.

“At a place called the Rock of Eternity! Where dwells the wizard Shazam!”

It took a moment for that to sink in. Mr. Mind was the first to realize the implications of that statement.

“We will strike at the heart of the earthling’s power...” Mused the worm.

Cruel smiles spread across the faces of Captain Nazi and King Kull, and the Arson Fiend cackled with delight.

“Kill. Captain. Marvel.” Mr. Atom whirred and beeped.

“Yes!” Ibac clenched his fist. “Are you with me, my friends? Will you stand at my side when I speak the word?”

“Aye!” They raised their voices in unison.

“At last!” Ibac crowed. “The Monster Society of Evil lives again!”

Chapter 3: A Boy Out of Time

It was raining, and Billy Batson was alone and confused.

Night had fallen, and the lights of the city had come on; cars splashed puddles of water on the street, forcing Billy to take shelter in a doorway. He huddled against the cold, his teeth chattering.

He had gone into the WHIZ Building, and asked to see Mr. Sterling Morris, the owner of Amalgamated Broadcasting Corp, the media conglomerate mogul who hired Billy to hawk his newspaper, only to be told that the old man had passed away ages ago, and the company was now run by his grandson, Sterling Morris IV!

Sivana must have really done it, this time, he sniffled, staring at the passers-by. His ray-gun had zapped Billy from 1951 into the future! His Mom and Dad would be in their eighties now, if they were even still alive!

“Hey, mister!” Billy called to a hurried-looking man as he walked by. “Have you seen Captain Marvel, today?”

The man squinted at Billy from underneath his umbrella, barely pausing.

“Where you been, kid? The Big Red Cheese ain’t been seen around here in years!”

Dejected, Billy leaned back into the dry doorway. When the rain stopped, he would make his way to his family’s old brownstone apartment on the corner of Parker and Binder, but he dreaded the scene that awaited him.

This can't be happening! He wailed inwardly. Dad would never let Sivana get away with this...

Don't give into despair, Billy, said a voice in his head that sounded suspiciously like his father's. *Hope is eternal, if you only have faith and courage...*

As in all things, Billy relied on the wisdom of his father.

Unable to tell if he was wiping rain or tears from his eyes, Billy waited, consoling himself with the memories of his family, remembering the smell of his mother's fresh-washed linen apron as he rushed into her arms, the broad smile on his father's face as he flew over the city, defending it always from the evils of the world...

Squinting into the rainy night, he noticed across the street, a figure in a raincoat with the collar up and his hat pushed down, beckoning to him!

Huh?

Billy emerged from the doorway, and cautiously approached the mysterious man who seemed to know him.

"Who are you?" Billy asked bravely, pushing his rain-soaked dark hair out of his eyes.

In answer, the figure just turned and walked slowly away, motioning for Billy to follow.

Thankfully, the stranger led him into an old-fashioned subway entrance, dimly lit but dry.

"Hey, wait up!" Billy called after him, as he bounded down the stairs.

The subway tunnel seemed to be deserted but for the two of them, and just as Billy was about to ask his silent companion what was going on, a sleek, oddly decorated train rushed almost soundlessly up to the platform.

A door swooshed open, and a warm welcoming light glowed within.

Billy looked up at the stranger, who merely pointed into the train.

Trusting his intuition, Billy stepped up into the car, and the door closed behind him. As the train began to pull away, Billy glanced out the window to see that the platform was deserted: the stranger had disappeared!

The train picked up incredible speed within seconds, and Billy watched the objects outside speed by in a blur. There were streaks of color and fantastic images, and he suddenly had the impression that the train's destination was no earthly location!

After all that had happened to him, Billy felt bone-weary. He settled down on one of the comfortable leather seats and soon fell asleep. By the time he woke up, the train had stopped, and the door was tantalizingly open!

He cautiously stepped from the train, in a long stone passage, with the ceiling lost to his sight. His steps echoed as he made his way down the long corridor. He knew something very unusually was going on, but somehow he knew he was in no danger...

He soon came upon a large portion of the passageway where the wall was carved in bas relief; seven hideous squatting trolls with lolling tongues and forked tails, each of them inscribed with a name (Pride, Envy, Lust, Hatred, Selfishness, Laziness and Injustice), with a legend above them that read: The Seven Deadly Enemies of Man. And now Billy knew where he was: the Rock of Eternity! He remembered his father's stories of the strange, otherworldly place, where dwelt the ancient wizard that was the source of Captain Marvel's powers!

Come forward, Billy Batson... You have been chosen!

The sonorous voice echoed in his head, and Billy, wonderingly, obeyed, plunging deeper down the passageway.

Around the corner, he came to a wide cavern, at the end of which was a great stone throne, surrounded on either side by smoking braziers. On the seat was an old man in white robes, with a beard so long it gathered in his lap.

“Holy Moley...!” Billy breathed.

He approached the throne, bowing his head in respect, but the wizard forestalled him before he could bow or kneel.

“Nay, my boy. I do not ask you to do me obeisance. Indeed, I have much to ask of you.”

Billy gazed up at him, astonished.

“Please, sir. What do you mean? Why am I here?”

The ancient wizard lumbered to his feet, towering over Billy.

“Because yours is a noble soul, pure of heart and innocent of spirit. You have been chosen, Billy Batson!” He thundered, and suddenly all illusion of frailty was gone. The wizard waved his hand at a slab of rock on the wall behind his throne, and from his finger sprouted a tongue of flame that carved his own name into the wall in fiery letters!

“You have been chosen to bear the wisdom of Solomon, the strength of Hercules, the stamina of Atlas, the power of Zeus, the courage of Achilles and the speed of Mercury! The Monster Society of Evil has risen again, and this time, they mean to call an abomination into being! They must be stopped! *You* must take up the mantle of my champion, as your father did before you, and become Captain Marvel!”

And the boy, like his father so long ago, did not hesitate.

“Shazam!”

Lightning flashed and thunder roared!

To be concluded!

If you enjoyed this story, you can find more tales of your favorite DC heroes at DC2 Universe.

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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!?!

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'onn 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.

World's Finest #1: Wonder Woman (2007)

Join us on Earth-X for the re-imagined Wonder Woman and her 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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