



CITY OF HEROES

JURGENS
NAKAYAMA
BASALDUA
OBACK

bloodlines

PART ONE: 8



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"This is a great book for those who play the game, and I'm sure you could still enjoy it without ever playing the game. Top Cow impresses me more and more." Phillip Hayes—Paperback Reader

CITY OF VILLAINS

EVIL HAS ARRIVED

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TEEN



Violence
Surreal Themes

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PARAGON CITY.

IT AIN'T
PERFECT.

BUT IT'S AS
CLOSE AS YOU'RE
GOING TO FIND.

ESPECIALLY AFTER
SURVIVING THE
RIKTI WAR.

ONE OF THESE
DAYS, PARAGON'LL
BE RESTORED.

BETTER
THAN EVER. CHIRON
+ HOSPITAL

AS LONG AS
PEOPLE LIKE
US EXIST.







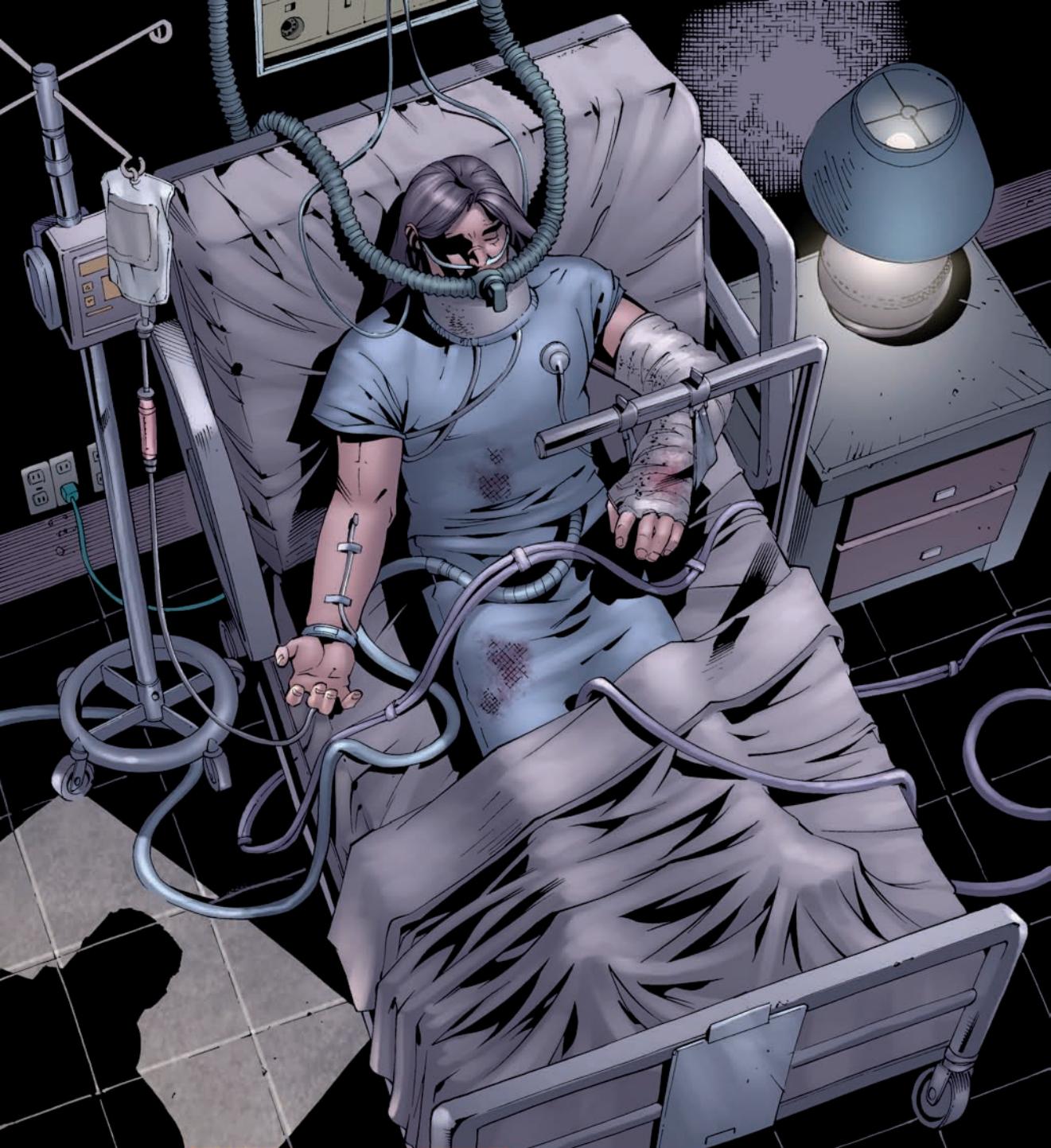
BUT I
DON'T HAVE
TIME FOR
THIS.

WHO--?!

NEXT TIME YOU
SEE STATESMAN,
TELL HIM TO
POST AN ADULT
WITH YOU.

SOMEONE
WHO'D KNOW
ENOUGH NOT
TO MESS
WITH MICHAEL
WHITE.





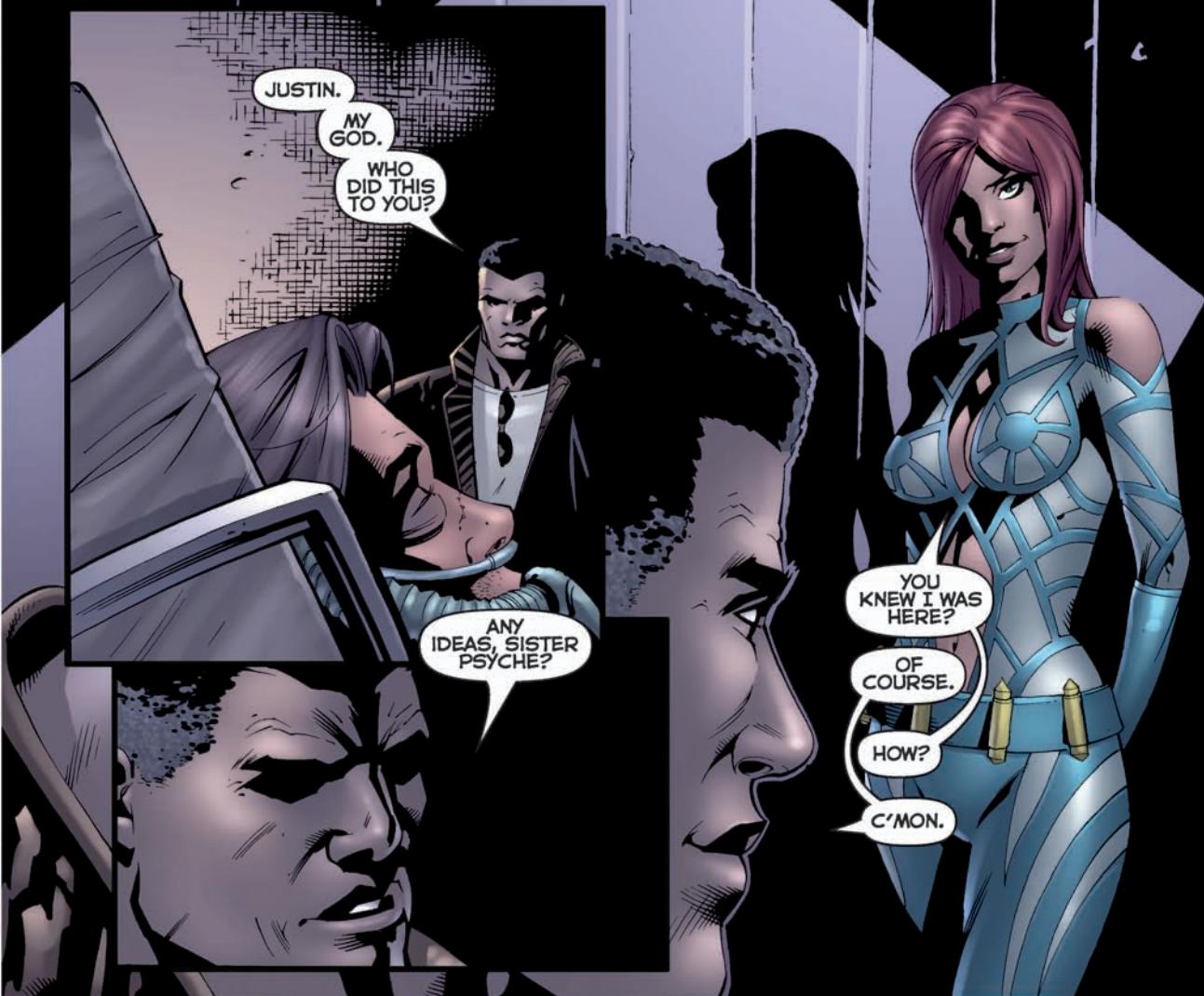
Bloodlines

PART 1 OF 3

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JUSTIN SINCLAIR MIGHT'VE
BEEN BORN WITH A SILVER
SPOON IN HIS MOUTH--

--BUT HE LOST A LOT IN HIS
LIFE. WORKED DAMN HARD
TO GET WHERE HE'S AT.

NOT ONLY DID HE INHERIT THE
Honor OF BEING MANTICORE--

--HE EARNED IT.

HIS FATHER WAS
ONE OF THE BEST.

UNTIL IT WAS ALL
TAKEN AWAY
FROM HIM.

MUST'VE BEEN CLOSE
TO TWENTY YEARS AGO
WHEN WE FIRST
WORKED TOGETHER.

HELICOPTERS
COME IN QUITE
HANDY, BRAWLER.
IF YOU WANT, I'LL
HAVE ONE BUILT
FOR YOU.

NOT MY
BAG. THANKS
ANYWAY.

OF COURSE, THE
BACK ALLEY
BRAWLER IS EVER
THE RUGGED
INDIVIDUALIST,
WITH NO NEED
OF HELP.

HUMAN,
MECHANICAL, OR
OTHERWISE.

YOU DO
BUSINESS
YOUR WAY,
I DO IT
MINE.

TRUTH BE TOLD, I'VE NEVER
BEEN ABLE TO UNDERSTAND YOU
ULTRA-INTENSE AMERICANS.

ARE YOU
MARRIED? A
GOOD WOMAN
AND HOME
LIFE MIGHT
SOOTHE YOUR
SOUL.

DON'T WANT
SOOTHING.
I WANT THE
EDGE.

THERE'S OUR
TANKER.

STEALTH
TECHNOLOGY
AND AUTOPilot
ACTIVATED.

READY
FOR A BIT OF
ROUGH-HOUSING,
BRAWLER?

SEE IF YOU
CAN KEEP UP,
MANTICORE.



WHY
DON'T YOU
WITNESS THE
EFFECT OF MY
BOOT UPSIDE
SOMEONE'S
HEAD?

JUST AS
EFFECTIVE AND
A HELLUVA LOT
MORE FUN.

I TAKE
JUST AS MUCH
SATISFACTION IN SEEING
A GROUP LIKE THIS,
EACH SUPPOSING HIS
ARMOR MAKES HIM
IMPERVIOUS.

YET THEY
ARE ALL LINKED BY
A COMMUNICATIONS
SYSTEM IN THEIR
HELMETS.

AH,
THE SWEET
POWER
OF HYPER
SONICS.

NOT TO MENTION
THE PLEASURE
OF TURNING ONE'S
OWN TECHNOLOGY
AGAINST HIM.



WOW.

IF THAT'S DETONATED...

THE ENTIRE
EASTERN
SEABOARD GETS
VAPORIZED.

THE GUNFIRE
ON DECK HAS
STOPPED. WE HAVE
TO ASSUME WE'LL
BE PENETRATED
SOON.

RIG FOR
DETONATION.

IF WE DO
SO HERE, IT
WILL STILL
ACHIEVE A
KILL RATIO
OF 90%.

BLOODY
HELL. THEY'RE
GOING TO PULL
THE TRIGGER
NOW.

AND
THERE ARE
TOO MANY
GUARDS HERE
FOR US TO
TAKE OUT.



WE'RE GONNA GET SWARMED OVER IN ABOUT TWO MINUTES.
YOU'VE GOT THE LONG RANGE AMMO TO GET THIS DONE.



ALERT LORD PROTEAN THAT WE HAVE THEM!

ONLY THING YOU GOT IS TROUBLE, CHUMP.
IT'S YOUR SHOW, MANNY! DO IT!



WHOOOM

QUICK!
DETONATE
IT!

WE CAN'T!
THE SIGNAL
IS LOST!

LOOKS
LIKE WE'RE
GOING
DOWN WITH
THE SHIP.

NOT
NECESSARILY.

Y'KNOW ALL
THAT STUFF
I SAID ABOUT
NOT NEEDING
HELP?

YEAH.

FORGET
IT.

I THOUGHT
AS MUCH.

AND THE
OFFER OF THE
CHOPPER?

STILL
GOOD.

WITH A
WET BAR IN
BACK?







YOU
BLEW IT,
HERO BOY!

BLEW
IT BIG
TIME!

DON'T
BLAME ME
FOR THIS,
HONEY BUNS.

BLAME
YOUR
HUBBY.

PLEASE!
DON'T--!

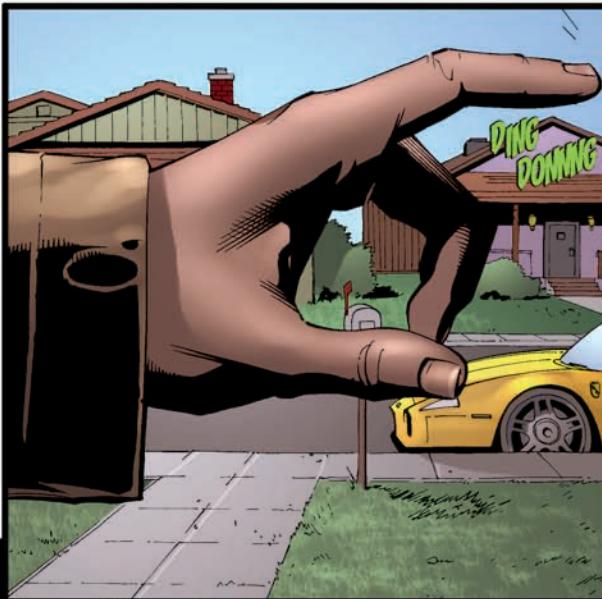
ABBIIEEEEEE!

I HOPE
ALL THIS WAS
WORTH TWENTY
MILLION TO
YOU, DEAD
MAN.

HARD TO
BREATHE,
ISN'T IT?







YEAH.

IT'S ME.

JUSTIN'S GOING DOWNHILL.
WE'RE CLOSE TO LOSING HIM.

AND WE'RE NOT ONE STEP CLOSER TO KNOWING WHO DID THIS.

LOOK... IF WE KNEW WHAT HAPPENED WE MIGHT BE ABLE TO HELP HIM.

AT THIS POINT, THERE'S ONLY ONE WAY TO DO IT.

NO.

I KNOW WHAT YOU'RE ASKING.

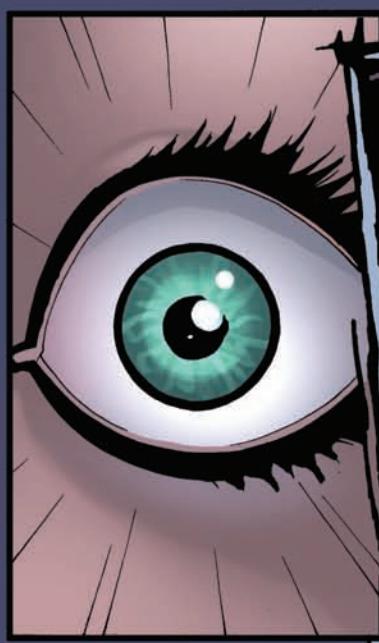
I WON'T.

NOT AFTER WHAT HAPPENED WITH THE WHOLE AURORA BOREALIS TWO-BRAIN NIGHTMARE.

I REALIZE YOU WANT MINDRIDING OFF LIMITS, BUT IF EVER THERE WAS A TIME, THIS IS IT.

THIS IS JUSTIN'S LIFE WE'RE TALKING ABOUT.





FANTASTIC FAN ART!

from the City of Heroes Community. PAGE 6

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TATTLER**

December, 2005

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**STORM PALACE
FBSA FILES DECLASSIFIED!**

PAGE 2



A BAD DAY IN PARAGON CITY
RECONCILER'S JOURNAL: Part One
By Michael Grant

PAGE 3

**ARE PHONEY RELICS
FOOLING YOU?**

PAGE 4

INSIDE THIS ISSUE!

AARON WILLIAMS COMIC, CROSSWORD
PUZZLE, ADVICE...AND MORE!



FROM THE FILES OF FBSA

New Guardians Storm Palace Report (Declassified)

File: FBSA - PA56234-340JS

New Guardian Eyes Only

Subject: Storm Palace

Threat Level: High

Operative: Auriel Augustine

Time of Operation

Commencement: 21:10hrs

Time of Egress: 10:20hrs

Recon Report:

Storm Palace Ingress:

Approximately 21:00hrs Eastern Standard Time I conducted a deep recon of a location called Storm Palace. Travel within this area is very dangerous and difficult and would strongly recommend that only New Guardians Operatives with flight or teleportation powers only be deployed within the theater of operations.

The Storm Palace stronghold is suspended within a dark purple storm area with no intermediate rock platform/island to jump from or establish an OP (observation post).

Correction—there is a suspended platform/island just past the Storm Palace. However, getting to that location by means of jumping or land travel is difficult. If a New Guardian super-team/squad is operating in the region, it is highly recommended that at least two members of the super-team have Recall Friend on top of Flight and Teleportation powers.

Also be advised that the region of Storm Palace is engulfed in category 5 Hurricane like conditions, lightning strikes constantly occur within the region and around the structure and represents a clear and present danger when traveling to and from the location.

Indigenous Population:

The Indigenous Population within the region of the Storm Palace area are high level Lightning Elementals, alien Wisps, various types of Watchers (monsters that look like floating eyeballs with teeth), and Brutes.

The primary guardians on route to the Storm Palace from the starting platform are Watchers,



Gravity holds no force of Law here!

Wisps and Elementals that number in the hundreds. These servants of the Storm Palace tend to cluster in a large group that makes them very vulnerable to area of effect powers.. However due to the location and their numbers such a venture is dangerous and should be handled with extreme caution.

The Brutes, which also number in the hundreds are not airborne guardians and primarily operate as shock troopers within the Storm Palace structure itself, they do not represent a threat when traveling to the location.

Storm Palace:

As one first approaches the structure of the Storm Palace it is very easy to mistakenly think it of it as a small moon. Storm Palace is a massive sphere of stone that hangs with oppressive dominance of the whole region. This monster of a base is protected by a type 10 shield that would no doubt be able to withstand a concerted assault.

The shield is under constant assault by massive lightning strikes that slam up against the structure like meteorites. I believe the strikes have an area of effect range, however at the time I was not willing to dephase from my phase-shift power to find out, but it looks mighty impressive.

Getting past the shield was a bit of an effort, simply put there are holes or open areas within the shielding that one can move through. However the problem is that these areas are where most of the Storm Palace guardians are clustered. The make up of these groups are Brutes, Wisps and Watchers which, and number in the dozens. All of whom can mount attacks composed of energy, physical and mental damage.

STORM PALACE

Continued from page 2

After spending about 10mins or so exploring and doing a circuit around the sphere's equator (cataloging numbers and defensive positions), I stumbled upon a dark canyon. Going into the canyon and traveling for a bit I came to a dead end where upon the wall was some sort of twisting, star shaped portal that I suspect leads to the inner area of the sphere. Despite my efforts I was unable to gain access past this portal, so I am unable to report as to what is inside Storm Palace in the way of enemies, defenses and environment. I will continue to look into this matter by establishing contact with Faathim the Kind, the enigmatic master of the Chantry within the region and conducting further missions.

Conclusion:

Storm Palace is not a place for the weak or, in this case, low leveled. The environmental dangers and enemy forces that operate within the region, will require the highest level of operatives. Solo operations would be risky and would advise strongly against such ventures.

Investigation of this area will be ongoing, and I will continue to supply information as more data is acquired. Would recommend to New Guardian's Command staff to assign a threat level of Violet High to this area. Digital photos of the region and its guardians will be shortly posted on the New Guardian gallery and intelligence command with standard security protocols in place.

Auriel

Super Solutions with Dr Julie Thompson

Today's guest columnist on Super Solutions is Captain Radon, with Hero Corps Paragon City.

My son has started to show signs of mutant super powers. He's 16. I want him to stay in school and go to college – he's a good student. But he says he wants to put on a costume and fight crime, says that Paragon City needs him, and that he has his gifts for a reason. I keep telling him that his studies are much more important than the ability to make himself adhesive to wood, but he says that all he has to do is work out some and he'll be able to 'clean up the city'. What should I do?

-Worried, Atlas Park, RI

Julie: Your son sounds like he has a strong social conscience, which is a great quality in a boy his age. Try encouraging him to express that in other ways, perhaps studying civil liberties or health care. Boys his age often want to stand out from the crowd in any way they can, and super powers is an easy way to do that. Show him other ways to do that and he can become a well-rounded person who just happens to have special powers.

Captain Radon: Hey, don't underestimate becoming adhesive to wood. All I could do at the start was make my finger glow like E.T. You could try helping him along a bit – little things can help. Maybe leave the microwave open a couple of times, or have him go through a baggage screener a lot. That should do the trick.

RECONCILER'S JOURNAL:

Part One

By Michael Grant

November 25, 2004
Thanksgiving.

It used to be my favorite holiday. The entire family would get together; we'd watch some football, stuff ourselves with my Aunt's cooking and then spend the evening hours talking and playing games. It was the one night of the year that we all saw each other. Even once I donned the mask and became The Reconciler, I still made time for my family at the holidays.

Not this year.

I had to cancel. The beating I took from Dr. Vahzilok two days ago still has me reeling. It's not the easiest job being a hero in Kings Row but my training and martial arts help me get by. Or at least they did until I came across Vahzilok. I followed a trail of his reapers and mortificators into the sewers and ended up coming face-to-face with the good doctor. I can't remember what shocked me more. Was it when I hit him full on with a thunderkick and he laughed it off? Was it when he picked me up and hurled me through a cinderblock sewer wall? Or was it when I turned around and ran?

That's right, I ran.

Journal

Continued from page 3

You don't hear about heroes running very often. Usually when the public is in full sight a hero will stand his ground to protect the innocents (even at the expense of their own life). However, it's the behind-the-scenes battles that sometimes play out differently. When there's not an immediate threat and it's simply a matter of good vs. evil. Those are the situations where a true hero makes his stand. I had that opportunity and I limped off in defeat. Vahzilok must have taken pity on me because he didn't pursue. That's what really hurts. Had he followed me, I'd have been dead. No doubt about it. Instead he considered me so beneath him that he allowed me to drag myself home.

So, here I am on the holiday walking to the store. Bad enough I've spent the last 48 hours tossing and turning in bed, covered in cuts and bruises. I think I've also got a concussion...can't recall if I wrote that already in the journal. My costume was wrecked in the fight so I had to resort to my old yellow uniform (one of the rules of being a hero, never leave your costume at home)...of course I couldn't find the mask. Too sore to even bother looking

for it. I just grabbed a trenchcoat and hoped that in the hour I would be out the city would cut me some slack and be peaceful.

I walk down a couple blocks, not really paying attention to the other stragglers out. My head is low and my vision blurry. I finally see an open market. I just want some food, milk, and aspirin.

I open the door to Howton's Market and go in. Place is dead except for some old guy standing behind the register watching TV. He looks over at me with a "Hey buddy," comment. My head hurts too much to nod and just the wave of my hand causes me to wince.

You know, my first time visiting Atlas Park, I remember seeing a hero on the news being interviewed and saying, "There's no such thing as a normal day for a hero." Might have been Statesman or Ajax Gold. And you know they were right. I'm standing at the freezer door, grabbing a frozen turkey meal (although based on the picture the meat in this box will be suspect) when suddenly it happens.

My normal day officially ends.

To be continued next issue...

Double Trouble

Beware of fake relics

by Ray "Specs" Smith

Paragon City - As the fledgling heroes of Paragon become more experienced, they find their foes becoming more dangerous than their basic enhancers can handle. For most, compensation comes in the form of more potent focuses, experimental genetic therapy, gadgets, and other "Dual-Origin" enhancements that only benefit heroes able to grasp the import of the blueprint or chemical or relic.

It is the last, the relics, which have recently become part of a growing fad called "hero chic," where citizens wear symbols of their favorite heroes to show their support for the meta-human crime-fighting community. The popularity of relics (and to a lesser extent, gadgets) is obvious; it's far easier to wear earrings than to understand theoretical concepts in physics, or to willingly expose oneself to potentially toxic substances.

But in recent days, hero chic's fake relics and gadgets have been showing up on the streets in ever-increasing numbers, in the hands of both fashion-conscious citizens and criminals.

It is now no longer guaranteed that a ring taken from a Circle of Thorns member is a genuine relic owned by Aleister Crowley, or that a medical device taken from a Freakshow Tank contains bandages and medicine.

"It's hard to turn away heroes with these fakes," says James Gadry, an employee at the Talos Island Tabitha Fabish enhancement store. "They're out fighting for us every day, but they end up with these curios ... At least most magic users can tell they're fakes, but for the others, it's a bit of a shock when [the relics] can't be sold anywhere."

Speaking for the Paragon City Police Department, Blue Steel has commented that investigations into the source of the fakes are being conducted, and initial signs point to the Tsos as likely producers of the junk enhancements.

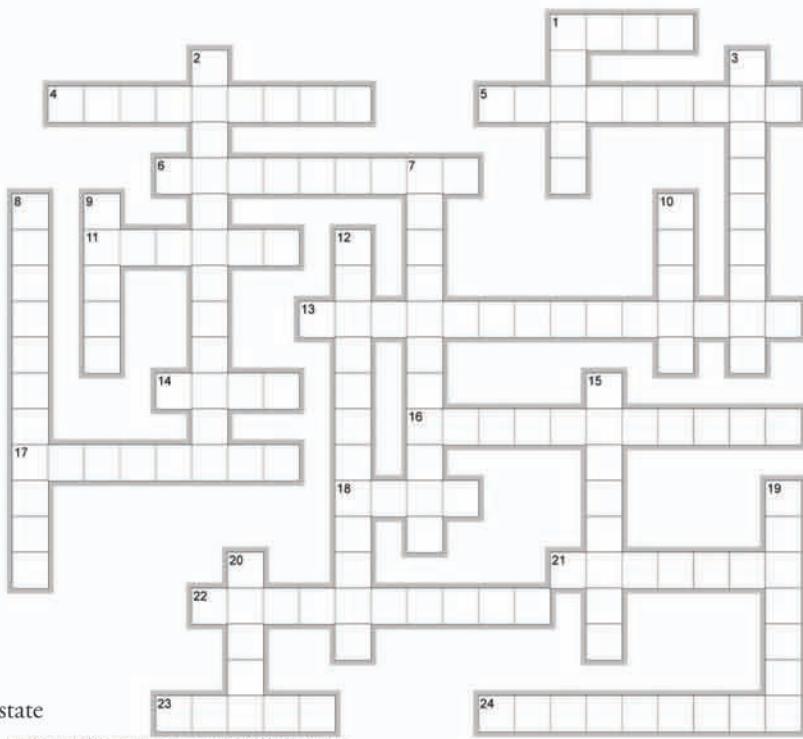
Crossword Puzzle

Across

1. The Feds
4. Straight Arrow
5. Shady gang hangout
6. Remembering heroes
11. Mu descendant seer
13. Original Good guys
14. Clothes make the hero
16. Primo baddie
17. Newbie Introduction
18. No fear of damage
21. Dance Club
22. Lord after Fall
23. Spirit of Freedom
24. Peacebringer, for one

Down

1. Melody, for one
2. Mental Sibling
3. From Atlas to Galaxy
7. Paragon City home
8. Salamanca leader
9. Beast or mascot?
10. Ravaging ravers
12. Paragon City Fourth Estate
15. Firestarters
19. Evil brownies
20. Portal invaders



Created with EclipseCrossword — www.eclipsecrossword.com

Dear Captain Courtesy,

I find that wearing the same costume day in and day out is rather tiresome and frankly boring. What can I do to spice up my image and really make it stand out against the crowd of other heroes?

In Tiresome Tights

Dear TT,

I find that Icon has the best tailors in Paragon City. While some at Icon might prefer only working on completely new costumes and the meteorically up and coming, many of the assistants are amazing in their own right, taking the battered and abused and making it vibrant and brilliant again. You may find getting to Icon in the northwest corner of Steel Canyon a bit of a vicious jaunt, but the Icon in Independence Port is a quick hundred-yard dash; I believe the Family "enjoys" visitors to their turf.

Dear Reader, consider carefully these other options as well. The Cape; dashing, daring, and a perennial favorite. It is a symbol of Dedication and Perseverance in the face of adversity. An Aura. Subtle or Bombastic and everywhere in between it is key to letting the villains know that you back down from nothing and no one. An expanded wardrobe is nice and fabulous, but never forget that your first costume need never be boring and can always be touched up. As I hear it, Icon is getting so much business they may have to expand; I cannot imagine why they want a store in Eden however.

Yours,

Captain Courtesy

"A Hero with bad manners is nothing more than a Hellion on an ego trip."

FANTASTIC FAN ART!



Illustrated by EISU

Femme Fatale Face-off
By Saiful "Eisu" Mokhtar



Electronigirl
By M-Eighty



Red Ravager and Moonswif
By Shade



Missy K
By Jomaro Kindred



The Paragon Tattler Needs Your Help!

Fan Art & Fiction Submission Guidelines

The Paragon Tattler Submission News Article Guidelines

News items should be short, no more than 200-250 words in length, with appropriate screenshots (no more than 3) if available (highly recommended though). Interviews, features and general articles should be no longer than 500 words. NPC interviews or op-eds should be between 100 and 150 words. Photo-essays should include no more than 4 screenshots in jpg or tiff formats with appropriate captions. The deadline for any specific issue is the 15th of each month.

Selected work may appear under your real name or an appropriate "journalistic" pseudonym. Written submissions will be accepted only in .doc/.txt formats. All submissions, questions and queries should be emailed to cohsubmissions@plaync.com. Please put "Community News Article" in the subject line.

Good luck! We're looking forward to seeing your contributions!

Heroic Scribes Wanted!

Time to dust off your trusty word processor and spin a heroic tale of fan fiction for possible posting or publication in a future community project (including web and comic book). What we want to see is a story that chronicles your hero's or team's (in-game or original characters) villain-busting adventures. Be as creative as you want, but keep it at least PG-rated. Doc or .txt format preferred. 1500 words max, please! Sending screenshots and/or original art for your fiction is recommended. Please send all submissions to cohsubmissions@plaync.com with the subject heading "Fan Fiction Submission." The by-line can be your real name or a character name (or both).

Heroes of Art!

We aren't leaving you artists out of the fun either, so here's the deal. Send us your best City of Heroes-inspired artwork. Any original medium is acceptable (pen & ink, digital, oils, etc.) as long as you keep it on a family-friendly level. Do not send us nudity or other objectionable images. Let us know if you want credit under your real name or a character name. Selected artwork will appear in a future City of Heroes community project (including site gallery or comic book). Images should be in JPG format. The full image should be between 100 x 100 and 2000 x 2000 pixels and be less than 380KB in size. We may also ask for a higher resolution (300dpi) image in .tiff format – so make sure you save a high-resolution version of your submission! Please send submissions to cohsubmissions@plaync.com with the subject heading "Fan Art Submission."

If you have any questions regarding these submissions, please drop a note to cohsubmissions@plaync.com. We are looking forward to seeing your stories and art!

The Fine Print

You acknowledge that by using the software that NC Interactive, Inc. ("NCI") makes available (the "Software") from our web site, currently <http://www.cityofheroes.com> (the "Web Site"), for a massively multiplayer subscription-based comic book hero role-playing game service (the "Service") you will have access to graphics, sound effects, music, animation-style video, content, layout, design, files, data, characters (and items and attributes associated with characters), game objects and text (collectively, "Game Content"). Neither NCI nor Cryptic Studios, Inc. ("Cryptic") pre-screens Game Content as a matter of policy, but has the right (not the obligation) to remove at any time Game Content that it deems harmful, offensive, or otherwise objectionable.

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