

PARAGON CITY: THE CITY OF HEROES! THE ONLY PLACE IN THE WORLD WHERE THE HERO-TO-PROBLEM RATIO IS ALMOST ONE-TO-ONE. IF YOU NEED A HERO IN THIS CITY, YOU JUST HAVE TO LOOK AROUND THE CORNER.

BUT NOT ALL HEROES ARE THE SAME. SOME ARE MORE MERCENARY THAN THE OTHERS. BUT THERE ARE SOME WHO SEE THE CALLING AS A SIGN OF BRIGHTER DAYS AHEAD FOR ALL MANKIND. THESE ARE THE HEROES WHO FIGHT FOR SOMETHING BETTER. THEY ARE THE...

GURROIRIS OF THE DRUM



DEATH COMES TO THOSE WHO WAIT...

AND IT COMES EVEN FASTER FOR THOSE WHO HAVE MUCH TO LIVE FOR.

THE HEROES IN PARAGON CITY CAN CHEAT DEATH SOMETIMES... BUT NOT EVERY TIME.

AND THERE ALWAYS COMES A TIME WHEN DEATH WILL NOT STAND IDLY BY.

NAME: GHOSTLYNK

REAL NAME: **SALLY**BRIGHT

STATUS: COMPUTER FORENSIC SPECIALIST

ARCHETYPE: DEFENDER

PRIMARY POWER: TRAPS

SECONDARY POWER: ASSAULT RIFLE



NAME: TALMYIA

REAL NAME:

STATUS: KHELDIAN

ARCHETYPE: PEACEBRINGER

PRIMARY POWER:

SECONDARY POWER:

Guardians of the Dawn Spotlight #12 is created using original characters in the City of Heroes Multiplayer Online Roleplaying Game. Copyright © 2004-2010 This story is an independent derivative work of the City of Heroes Game. All original rights are reserved by NCsoft and Paragon Studios. NCSoft, the interlocking NC logo, Paragon Studios, City of Heroes, City of Villains, and all associated logos and designs are trademarks or registered trademarks of NCsoft Corporation and Paragon Studios. Cryptic Studios is a trademark of Cryptic Studios, Inc. All other trademarks are property of their respective owners.















DEATHAND REDEMPTION

- A CITY OF HEROES STORY BY DAVID 2







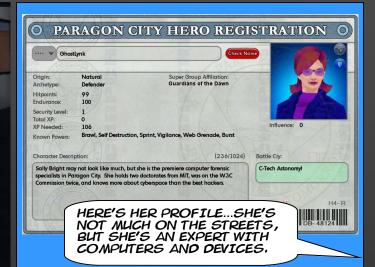
I THOUGHT WE AGREED THAT THIS WAS GOING TO BE A JOINT EFFORT.

I MEAN, THE WHOLE PURPOSE OF US MEETING TOGETHER LIKE THIS WAS TO HASH OUT THE POTENTIAL RECRUITS BEFORE WE START ASKING THEM TO JOIN UP WITH US.



IT'S JUST THAT THERE WAS A HEADHUNTER FROM CREY INDUSTRIES AROUND AND I DIDN'T WANT HIM TO SNAG HER OUT FROM UNDER US.

WE ALREADY LOST TWO POTENTIALS THAT WAY.







DON'T WORRY, I WON'T TAKE TOO MUCH OF YOUR TIME.

I'M SPECIAL AGENT SHADOW FROM HOMELAND SECURITY.

THE PROFILE SAID SHE JOINED... BUT HOW COME SHE HASN'T ACTIVATED HER SUPERGROUP MODE YET?

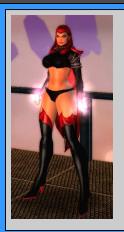
> BECAUSE RIGHT NOW SHE'S COMPLETING HER LAST CONSULTING CASE FOR THE PPD. ONCE THAT'S DONE, SHE'S A GUARDIAN FULL-TIME, AND WAIT UNTIL YOU SEE WHAT SHE HAS FOR US!

SHE'S GOT A PROTOTYPE CPCU SYSTEM THAT WILL REVOLUTIONIZE CRISIS MONITORING FOR THE CITY, AND WE'LL BE THE FIRST TO FIELD-TEST IT.

Cole la







Lady Glamour

Archetype: Defender

Primary Power: Empathy

Secondary Power: Psychic Blast

Status: Out-of-Country

"OKAY, HOW ABOUT LADY GLAMOUR?"

"VERY DARING, DON'T THINK YOU'D EVER CATCH ME IN MY UNDERWEAR, THOUGH, AND WHAT'S WITH THIS OUT-OF-COUNTRY BIT?"

"SHE'S DOING AN EXTENDED PHOTOSHOOT."

"I THINK WE NEED SOMEONE LOCAL. SOMEONE WHO WILL BE HERE ALL THE TIME."



YEAH, BUT SHE'S STILL COMATOSE FROM THE RIKTI INVASION IN JULY, LET'S KEEP HER IN MIND, THOUGH."



Power Lady

Archetype: Tanker

Primary Power: Invulnerable

Secondary Power: Super-Strength

Status: Comatose



Elerium-115

Archetype: Corruptor

Primary Power: Radiation Blast

Secondary Power: Radiation Emission

Status: Convicted

"ARE YOU KIDDING? HE'S WITH ARACHNOS!"

"THAT CAN'T BE RIGHT... ARE YOU SUREP"

"I GREW UP THERE, I CAN TELL YOU WHERE IN C-A-D HE'S STANDING AND HOW FAR FROM THE FERRY!"

AGENT RODGERS...

SOUNDS LIKE FREEDOM CORPS GOT THEIR FILES MIXED UP WITH VANGUARD.







WELL IF YOU CARE SO MUCH ABOUT "YOUR HOUSE", CAPTAIN, THEN MAYBE YOU SHOULD BE FINDING OUT HOW THE CAMERAS COULD HAVE NO FOOT AGE AND WHY YOUR OFFICERS STOOD BY AND LET A POLICE CONSULTANT BE KILLED IN COLD BLOOD RIGHT IN FRONT OF THEM!

REST ASSURED, CAPTAIN, I WILL HAVE INTERNAL AFFAIRS DOWN HERE AND THEY WILL TURN THIS PLACE INSIDE-OUT UNTIL THEY FIND THAT FOOTAGE! COMPLAIN ALL YOU WANT TO, AGENT RODGERS, BUT IT WILL DO YOU NO GOOD,

IN CASE YOU FORGOT, WE'RE UNDER-MANNED AND UNDER-FUNDED. OH, AND THERE'S A WAR STILL GOING ON WITH THE RIKTI.

THE POLICE HAVE A LITTLE MORE IMPORTANT THINGS TO DEAL WITH THAN SOME MISSING VIDEOTAPE.

BY THE WAY, DON'T YOU EVER SHOW YOUR FACE IN MY HOUSE AGAIN!

STEEL CANYON

IT'S DONE.

EXACTLY AS YOU ASKED.

TELL ME HOW YOU DID IT.

-

FOUR ROUNDS USING NORMAL CARTRIDGES, THE FIFTH SHOT USING THE SPECIAL ROUND THAT YOU PROVIDED.

IT GAVE OFF SOME SORT OF WEIRD GLOW, BUT OTHERWISE IT WAS THE KILL-SHOT,

VANGUARO HEADQUARTERS

SO... WHAT AM I SUPPOSED TO SEE?

A BULLET.

INFIRMARY

OR, TO
BE MORE
PRECISE,
THE
BULLET
THAT
KILLED
SALLY
BRIGHT.

WE KNOW THAT
IT'S THERE. WE
CAN FEEL IT. BUT
OUR EQUIPMENT
CAN'T DETECT IT
AT ALL, MUCH
LESS EXTRACT IT.

THAT'S WHY LADY GREY ASKED ME TO INVESTIGATE THIS.

ESSENTIALLY WHAT WE'RE
DEALING WITH IS AN
OBJECT THAT IS OUTSIDE
OF PRESENT TIME.

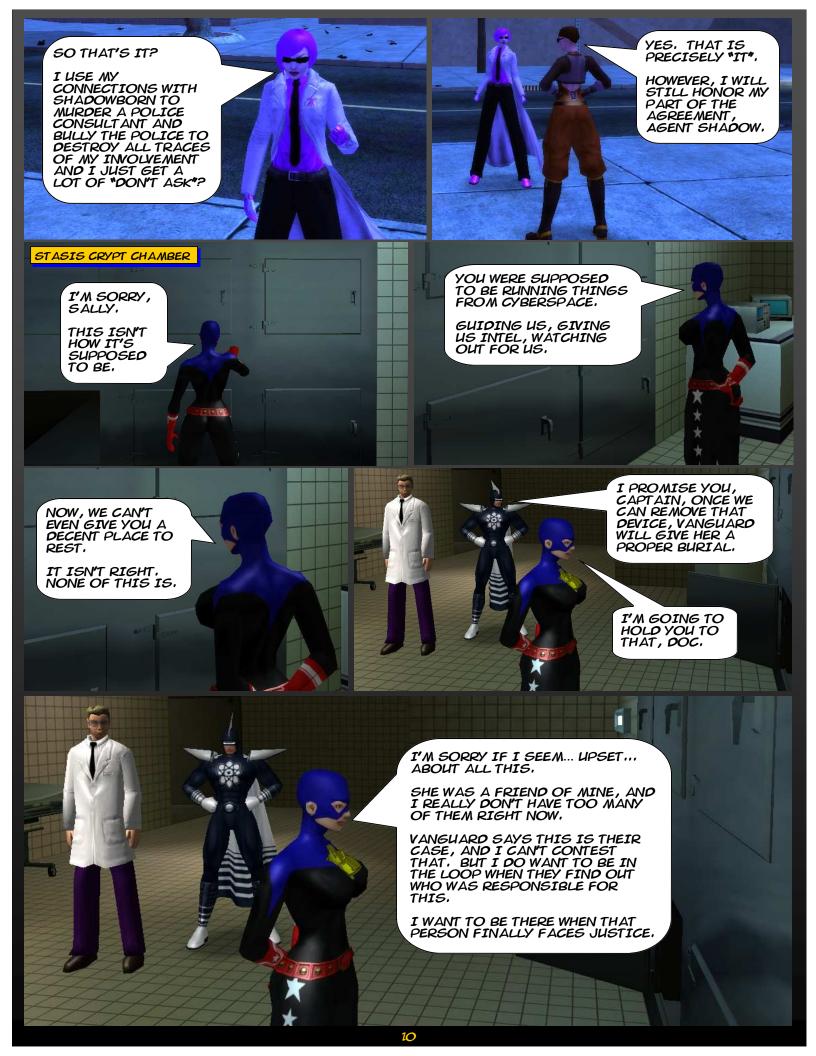
I'M READING A QUANTUM SIGNATURE UNLIKE ANYTHING I'VE EVER SEEN BEFORE, AND IT'S PUT HER IN A STATE OF TEMPORAL FLUX,

THIS KIND OF TECH IS SOMETHING WE CAN'T EVEN BEGIN TO GUESS. THAT'S WHY THE MEDICAL TELEPORTERS DIDN'T SAVE HER WHEN SHE WAS SHOT.

HER WHOLE BODY IS LOCKED INTO THIS STATE OF... FOR LACK OF A BETTER PHRASE... "NON-LIFE",

DOC QUANTUM











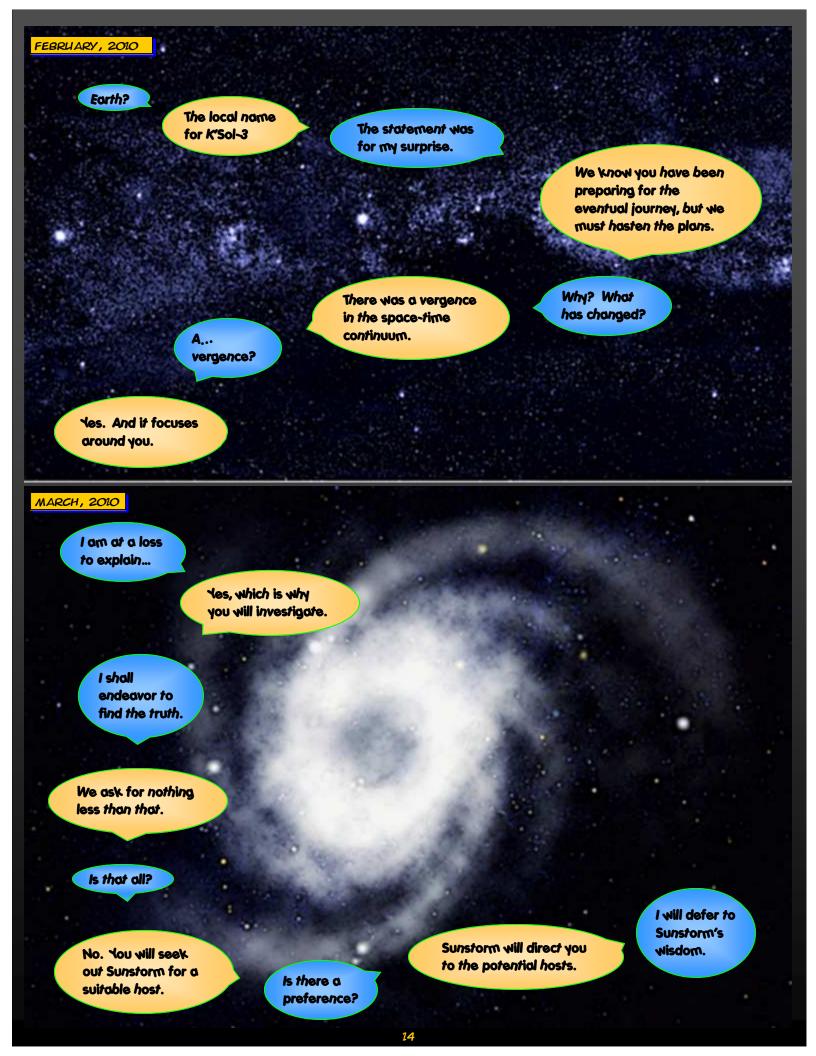








Bringing you the BEST Fan-Made 'City Of' Comics



















I HAVE NEVER FELT ANYTHING LIKE THIS BEFORE! THE FEELINGS, THE SENSATIONS...

THERE WAS SOMETHING MORE INVOLVED IN MY UNION,



I AM MERGED NOT ONLY WITH THE BODY OF THE LATE SALLY BRIGHT AND THE KHELDIAN TALMYIA... BUT ALSO WITH SOMETHING ELSE,

SOMETHING NOT OF THIS TIME.

THAT OBJECT IS NOW A PART OF ME... PART OF THE BEING THAT I AM NOW.

HOW IRONIC THAT I WOULD BECOME THE VERY VERGENCE THAT I WAS SENT TO INVESTIGATE, JUST ANOTHER PART OF MY DESTINY, I SUPPOSE.

Correct.

You are a Redeemer now, more than just a Peacebringer. You are what I used to be. The rest is up to you to discover. THEN I THANK YOU, OLD ONE, FOR SETTING ME ON MY PATH.

I SUPPOSE THE NEXT STEP WILL BE TO FIND THE PEOPLE THAT I SAW IN MY VISION.

THE WOMAN WHO KILLED SALLY BRIGHT IS DEAD*, BUT SHE WORKED FOR SOMEONE ELSE.

I'LL HAVE TO FIND THAT PERSON, SHE WILL KNOW WHAT THE OBJECT IS THAT WAS INSIDE SALLY BRIGHT THAT IS NOW A PART OF MY BEING,

(*ISSUE #4)



YOU HAVE TRESPASSED IN A UNITED NATIONS SECURITY ZONE! STAY WHERE YOU ARE! CAN'T YOU ALIEN TRASH READ THE BILLBOARDS?



*THWAP!

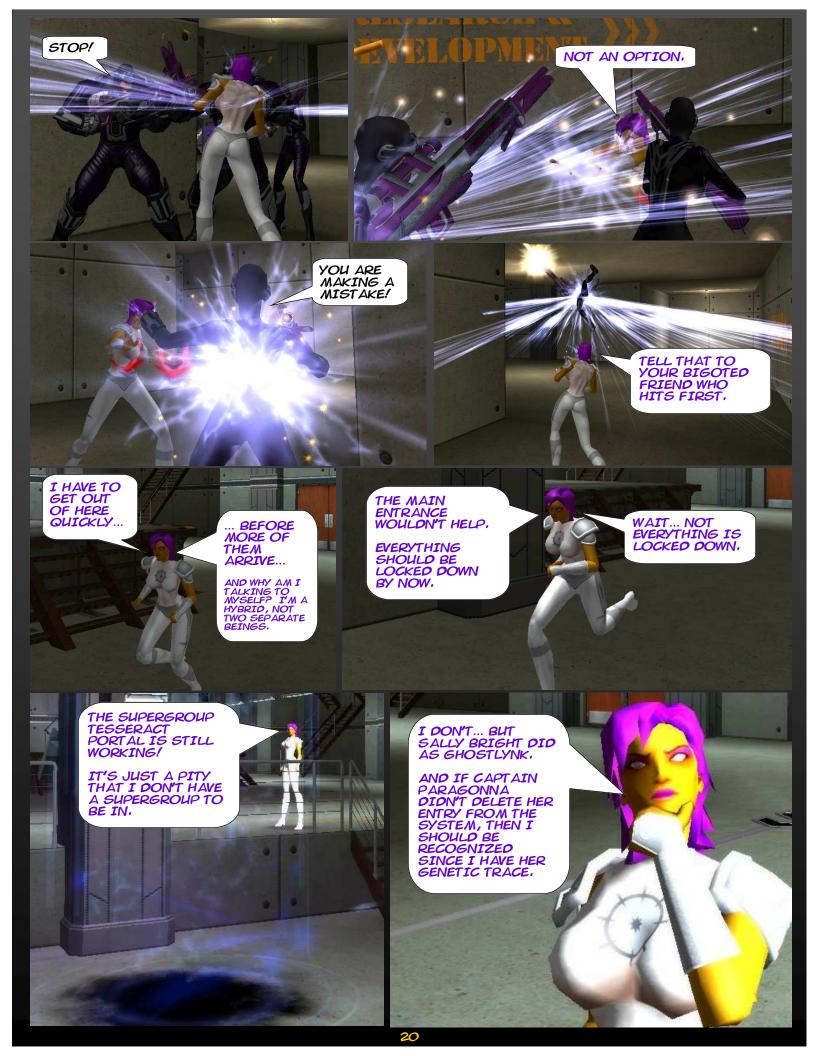
EARTH IS FER HUMANS! AND WE'RE HERE TO KEEP IT THAT WAY!

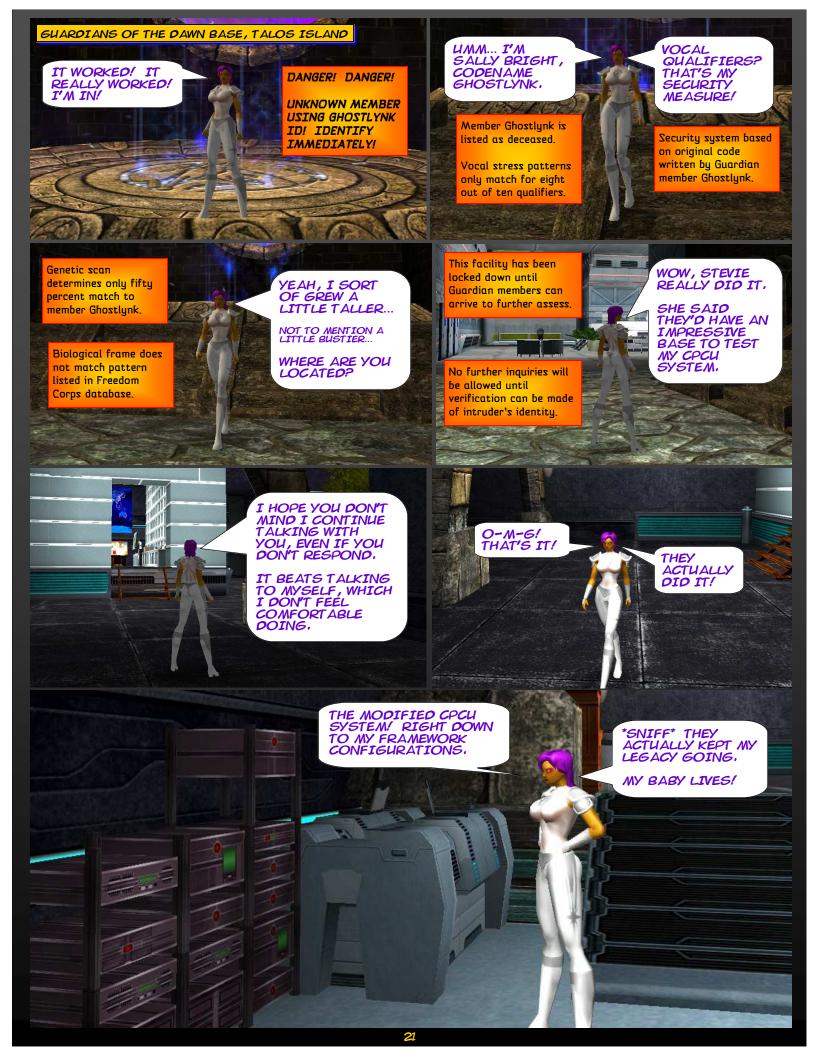


BUT I DON'T HAVE TO TAKE ANY OF YOUR BIGOTRY!

SCREEEEE











THE ONE THING I ALWAYS WRITE IN MY OS CODE IS MY OWN MASTER ADMIN ACCOUNT.

CENTRAL PROCESSOR & COMMAND UTILITY

USER: Br1gHtDay **PASS: **** HEX: ##########

Powered by CySoft 7

SOMEONE'S BEEN DOING SOME SERIOUS MODIFICATIONS HERE... ALMOST ALL OF THE RESOURCES ARE USED UP

WELL AT LEAST THEY'RE NOT USING CREYWARE JUNK LIKE THE PPO DID WHEN I WAS ALIVE.





WOW. THEY DID DECLARE ME DEAD. THEN AGAIN, FIVE BULLETS USUALLY DOES THE TRICK.

O PARAGON CITY HERO REGISTRATION O

Unable to reset Hero Registration

Interim Registration can be made using established Hero ID and current genetic profile. I SUPPOSE

Do you wish to proceed?

YES / NO



I HAVE TO

CREATE A

NEW ID ...

NEW NAME ... THAT'S GOING TO BE TRICKY, CAN'T USE GHOSTLYNK,

AND I'M A LITTLE BIT MORE THAN JUST A GEEK-GURL ANYWAY,

HMM... HOW ABOUT...



Interim Registration Complete!

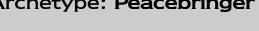
New HeroID is valid only for twenty-four hours or until permanent registration is filed with City Hall. Failure to register is a felony!

SO... AM I STILL UNDER HOUSE ARREST? Interim ID listed as Daybright. Provisional access granted using Ghostlynk Master ID as per Protocol Zero. GOOD. THEN RECORD THE FOLLOWING MESSAGE... **DAYBRIGHT** Name: Daybright

Origin: Natural

Archetype: Peacebringer







CPCU Message System

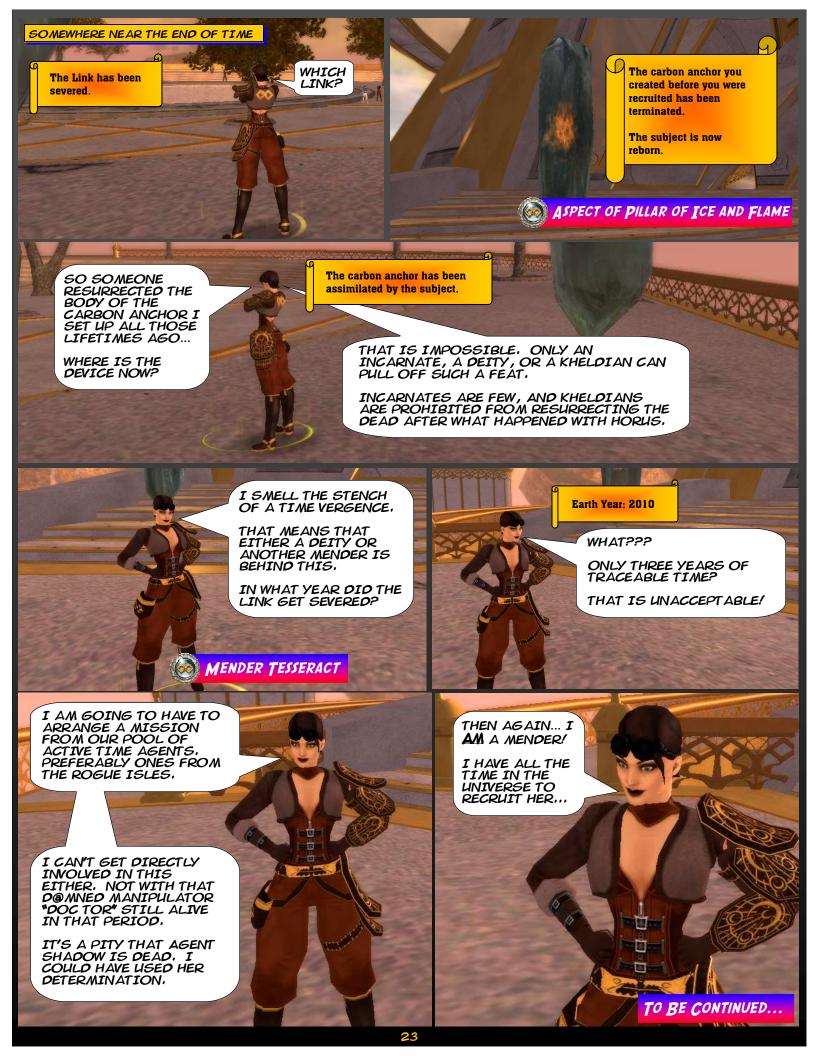
From: Daybright (Ghostlynk legacy ID) To: Captain Paragonna

Stevie, I'm sorry it took so long to activate my Supergroup mode.

I really am alive! This is not a Nemesis Plot!

A lot has changed, but I promise we will catch up soon. I still owe you a Double-Chocolate Soy-Whipped latte. - Sally





GURRDIAN





Words of wisdom from writer and creator David 2.

In the world of comics, DEATH is a tricky subject.

People die all the time in comic books. Important people. Not-so-important people. The basic fact of the universe is that EVERYTHING and EVERYONE DIES! It may not happen today or tomorrow, but eventually they do.

The fear of death is a great cliffhanger for comics. Can our hero get out of the inescapable DEATHTRAP and save the day? Can they rescue the damsel-in-distress (or dude-in-distress) in time? Will they diffuse the bomb before it reaches zero? Will they save the city from the falling asteroid? Will they stop the mechanizations of the evil mastermind? TUNE IN NEXT ISSUE!

And they usually do. They usually come in at the last second, or the last moment, or the last micromoment and make the save. Everyone breathes a sigh of relief and moves forward to the next crisis and the next cliffhanger.

But then the line eventually gets crossed. The hero fails. The hero is just too late to save the day. The deathtrap is sprung. The bomb goes off. The damsel or dude goes splat. The asteroid hits. People die.

If the hero lives through this failure, then death becomes a heavy lesson. Bruce Wayne losing his parents. Clark Kent losing his adopted father. Peter Parker losing his uncle. Frank Castle losing his family. These things motivate the hero to do better and to be better.

But what if the hero dies?

We'd like to think that it is following a monumental battle against their life-long enemy. Superman battling Lex Luthor. Batman duking it out with the Joker. Wolverine facing Sabretooth one last time. A huge prolonged battle where both sides fall. A pyrrhic victory for the villain, and the last hurrah for the hero.

Unfortunately, comic book publishers HATE to make things that neat and simple.

Superman is killed battling a monster named Doomsday. He is resurrected through a series of bizarre coincidences that supposedly could never be duplicated. (Although the writers would later do just that with Superboy.) Batman is killed not once, but twice, but then we find he isn't "dead", just sent into the past. Green Lantern dies and comes back. Spider-Man dies and comes back. Jean Grey dies and comes back. Bucky Barnes dies and comes back. Captain America dies and comes back.

They are mourned, they are missed, they are even replaced with worthy successors, and then they come back and everything is back to "normal".

Continues on next page...



Death, then, becomes a cheat. A sales gimmick. A way for publishers to garner quick sales revenue while still retaining the "legendary" figure for their merchandizing schemes.

And it ultimately cheapens the whole concept of death. Why fear death when you know the "title" character will be back anyway? Why spend time getting used to a "successor" when you know that it is just temporary?

And isn't it interesting that only the MAIN characters have a revolving door to the afterlife? Lesser characters obviously don't come back.

It's no different in the City of Heroes universe. Heroes and villains don't really "die", they get "defeated" and are then teleported away to be restored to health, thanks to miraculous "teleport rings" or through an "Awaken" inspiration or through a "revive" power. They always live to fight another day.

But, then again, it really wouldn't be much of a subscription-based multiplayer online game if you died and couldn't come back, especially if it happens early on in the game.

SPECIAL THANKS: We wish to thank deviantART artist ~*ExGemini* and his online characters **ExGemini**, **Lady Glamour**, **Power Lady**, and **Elerium-115** for their participation in this issue. Ex has been a regular fan of the comic series from day one and we are glad we were able to incorporate some of his own City of Heroes characters into the story.

http://GuardiansOfTheDawn.wordpress.com

NEXT ISSUE...





Daybright's troubles are only just starting!

Love Gaming?

Love Music?

Why not do both together?



for all your gaming music needs....
find us at....



Based in the EU, we aim to bring fun, music and, well, more fun to gamers of all kinds, but with a special love for those crazy mad people who love playing MMO's.

Our DJ's have been long time players of these games for many years, be it City Of Heroes, World Of Warcraft and Guild Wars, through to the more recent additions to the genre in Aion and Star Trek: Online

Look forward to you joining us in our FORUMS and our CHAT ROOM!