

THE BLUE DEVIL PROPOSAL.



DEBIL

**THE BLUE DEVIL**

**A new superhero action-adventure series.**

**Created by Gary Cohn and Dan Mishkin, Writers  
and Paris Cullens, Artist**

## THE CONCEPT:

A film crew works on location on the Caribbean island Ilé du Diable, there under the direction of Marla Bloom, foremost among the new breed of whiz-kid filmmakers specializing in movies that are bizarre, fantastic, horrific and wonderous.

Among the ruins of a temple whose purpose, origins and makers have been lost to antiquity, Marla and her people are creating THE BLUE DEVIL, a horror-fantasy based on legends surrounding the island and its time-lost edifice.

One of Marla's crew is Dan Cassidy, at twenty-five another prodigy. Cassidy is responsible for the film's stunts and special effects. Clad in his mechanical BLUE DEVIL costume--designed to contain and display a host of "demonic" powers and abilities--Cassidy is the real star of the film.

One afternoon, as an action sequence is filmed, Sharon Scott, the film's heroine, and Wayne Tarrant, the romantic lead, wander off to explore the ruins. Within the temple they find a strangely carved block that correlates to a niche in the wall. Against Wayne's protests, Sharon places the carving in the indentation...and unleashes true horror!

For the legends are real, and now, after six thousand years, the key that opens a gateway between this world and another dimension, a weird and terrible alien realm, has been used. Now the lord of that realm, Nebiros, an awesome demon, is free once again to ravage the Earth!



Nebiros pursues the terrified pair to the film site. Elated to find so many helpless human "morsels", Nebiros chooses Sharon as his first victim. Only Cassidy, encased in his super-powered costume (designed merely as a special-effects device) stands between the demon and his prey!

In the wild melee that follows Cassidy finds himself vastly over-matched by the power of the other-worldly horror. Nebiros, believing Cassidy to be another real demon, blasts him with a wave of mystic energy that nearly kills him. But the special effects artist recovers. Attacking relentlessly, Cassidy at last succeeds in driving Nebiros back through the gates between worlds. Sharon smashes the key that unlocks those gates, sealing forever the doorway between dimensions.

Still trying to recover from the effects of Nebiros' hellish bolt, exhausted from the furious and desperate battle, Cassidy makes his way back to his trailer, intent on getting out of the BLUE DEVIL costume and into a hot shower.

Seated in front of his make-up mirror, he tugs on the headgear... and nothing happens! He pulls frantically, but only yelps in pain! He leaps to his feet, reaching for the catches that open the costume--they're gone! The demon's mystic blast has merged the costume with Cassidy's physical being, welding it to his flesh and turning it into his outer skin! The costume is him now...and Dan Cassidy is--THE BLUE DEVIL!

The Blue Devil: His powers and abilities.

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Before he ever became the Blue Devil, Dan Cassidy was a gifted, natural athlete. A gymnast and wrestler since his early teens, he honed his acrobatic skills to a very high level to meet the rigors of his stuntman duties. His early background in athletics saw him successful in all kinds of sports. But it was the combat sports in which he truly excelled, winning two state wrestling championships while in high school, as well as several divisional championships in Golden Gloves boxing tournaments. After high school he spent a year in professional boxing, winning eleven matches and losing none. Still, he felt the battering he received was dangerous, and left the sport. In his early twenties he discovered the oriental martial arts, and earned black belts in both karate and jiu-jitsu.

The Blue Devil suit that has become Cassidy's "second skin" was designed as several components, each a testimonial to Cassidy's gadgeteering genius. The blue latex covers his entire body, conforming in every detail to his physique. That the Devil is physically much larger than Cassidy has to do with the thickness and mass of the suit. This suit was built over an elaborate exo-skeleton that amplifies his physical strength many times. Cassidy's original estimate of twenty times normal strength was probably much too low. The exo-skeleton also augments the agility, coordination and reaction time of the skilled athlete within, and provides a full range of motion. It is completely armored with kevlar mesh, a material so sturdy that bullet-proof clothing made from it is no bulkier than normal garments. Combined with the thick, tough latex of the suit (which has become a tough, organic skin) this armor makes him more impervious to injury than a rhino. There are "shock absorber" systems built into the exo-skeleton at every joint, allowing them to withstand impacts far greater than normal (so that, for example, his knees can withstand the impact of landing on his feet after dropping fifty or sixty feet). The circuitry and power systems of the suit have become part of his body, integrated with his metabolism and nervous system. His circulatory and nervous systems have grown into the former latex of the suit, so that his sense of touch has returned. The entire suit, exoskeleton, latex and kevlar, wiring, circuitry and machinery, has all become part of his body. The power of the exoskeleton relieves his heart and lungs of most of the burden of accomplishing amazing feats, which are actually less of a strain for him than equivalent unaugmented actions were before his "accident". The entire system is also waterproof, and functions flawlessly underwater.

The headgear was designed to follow all of Cassidy's facial expressions. The horns are metal, covered with an extremely tough ceramic. They house circuitry for his "eyes", which can provide infra-red night vision when a switch built into one of "The Devil's" back teeth is tongued. Like the rest of the latex suit, the headgear is armored with kevlar. But it also has plastoid plate armor forming the dome of the skull. It is far sturdier than any military or crash-type headgear. The devil teeth have become his own, of course, but the inside of his mouth is "original."

The weaponry of the Devil is built into his outer garments, tunic, *gloves* and boots, all of which can be removed. In the future he can add to or improve upon this weaponry, but for now, it includes bubble projectiles of high explosive, which fire from the gauntlet of one glove, dazzling pyrotechnic displays of light and sound, and a brimstone smokescreen (which he tinged with sulphurous smell, just for effect). The real capper, however, is his trident. This is capable of firing flames as effectively as the most modern flamethrower, and it blasts rocket-powered bursts from its end that can get him airborne, enabling the Devil to propel himself **scores** of feet into the air, covering up to several hundred yards of ground with each rocket-propelled bound. **I**t's also a very effective weapon, sturdy enough to be wielded as a quarterstaff even with his tremendous strength, and the tines are very sharp, and equally tough.



## THE BLUE DEVIL: His Powers and Abilities

Before he ever became the BLUE DEVIL Dan Cassidy was a gifted, natural athlete. A gymnast and wrestler since his early teens, he honed his acrobatic skills to a very high level to meet the rigors of his stuntman calling. His early background in athletics saw him successful in all kinds of sports. But it was the combat sports in which he truly excelled, winning two state wrestling championships in high school, as well as several divisional Golden Gloves boxing championships. After high school he spent a year in professional boxing, winning all eleven of his fights. Still, he felt the battering he received was dangerous, and left the sport. In his early twenties he discovered the oriental martial arts, and earned black belts in both karate and judo.

The BLUE DEVIL suit that has become Cassidy's "second skin" was designed as several components, each a testimonial to Cassidy's gadgeteering genius. The blue latex covers his entire body, conforming in every detail to his physique. That the DEVIL is physically much larger than Cassidy is attributable to the mass and thickness of the suit. It was built over an elaborate exo-skeleton that amplifies his physical strength many times over. Cassidy's original estimate of twenty times normal strength was probably much too low. The exo-skeleton also augments the agility, coordination and reaction time of the skilled athlete within, and provides a full range of motion. It is completely armored with an advanced kevlar mesh, a material so sturdy that bullet-proof clothing made with it is no bulkier than normal garments. Combined with the thick, tough latex of the suit (which has been transformed into a thick, tough, organic skin) this armor makes THE DEVIL more impervious to injury than a rhino. There are shock absorption systems built into the exo-skeleton at every joint, allowing them to withstand impacts far greater than normal (so that, for example, his knees can withstand the impact of landing on his feet after dropping fifty or sixty feet). The circuitry and power systems of the suit have become part of his body, integrated with his metabolism and nervous system. His circulatory and nervous systems have grown into the former latex of the suit, so that his sense of touch has returned. The entire suit, exoskeleton, latex and kevlar, wiring, circuitry and machinery, has all become part of his body. The power of the exoskeleton relieves his heart and lungs of most of the burden of accomplishing amazing feats, which are actually less taxing to his system than equivalent unaugmented actions were before his "accident". The entire system is also waterproof, is equipped with artificial "mini-gills", and functions flawlessly under water.

The headgear was designed to follow all Cassidy's facial expressions. The horns are metal, covered with an extremely tough ceramic. They house circuitry for his "eyes", which provide infra-red night vision when a switch built into one of his back teeth is tongued. Like the rest of the suit, the headgear is armored with kevlar. But it also has plastoid plate armor forming the dome of the skull. It is far

sturdier than any military or crash-type headgear. The devil teeth have become his own, of course, but the inside of his mouth is "original". The weaponry of the BLUE DEVIL is built into his outer garments, the tunic, gloves and boots, all of which can be removed. In the future he may add to or improve this weaponry, but for now it includes bubble-like projectiles of high explosive, which fire from the gauntlet of one glove; dazzling pyrotechnic displays of light and sound; and a brimstone smoke screen (tinged with sulphur smells just for effect). The real nipper, however, is his trident. This device is capable of firing flames as effectively as the most modern flamethrower, and it blasts rocket-powered bursts from its butt that can get him airborne, enabling him to propel himself scores of feet into the air, covering up to several hundred yards of ground with each rocket-propelled bound. It's also a very effective weapon, sturdy enough to be wielded as a quarterstaff even with his tremendous strength. The tines are very sharp, very tough, and capable of emitting an electrical charge.

## DAN CASSIDY

At twenty-five, Dan Cassidy is a young man who has never been seriously tested. Everything he has ever tried he has mastered. If he has ever had a problem determining what path to follow it has been because he has had too many options rather than too few.

Cassidy is a very rare combination of athlete and inventor, a man of prodigious physical and mental talents. The section on the BLUE DEVIL's powers describes his athletic prowess.

As for his mental skills, Cassidy has a degree in engineering from CAL TECH. He already holds several successful patents that produce income for him and he has received a good deal of professional recognition.

Cassidy gravitated to stunt and special effects work because it was the only vocation he found that provided constant challenges for all facets of his abilities in addition to being a lot of fun.

Cassidy is not a particularly serious fellow, and fun is important to him. Life has been too good to give him a strong sense of its dark side. He has had the occasional failure, lost the rare athletic competition, sometimes not gotten the girl, been beaten out for a scientific award or two...but these are the exceptions, not the rule.

Cassidy is very handsome. He stands just over six feet tall, and weighs one-eighty. If his interests turned to acting he would have no difficulty becoming a matinee idol, and he has already refused Marla's suggestion that he try out for the lead in one of her films. He would rather play the monster and do the stunts.

Somehow Cassidy has avoided the arrogance and narcissism that so many handsome, accomplished men develop. He is honest, open and sincere. He's also level-headed, gentlemanly and guileless--almost too good to be true. Still, he's not unaware of his talents and attractiveness and he's certainly willing to use both to his advantage.

If Dan Cassidy has any failing it is his relative youth. He is still reckless and boyish in many of his mannerisms. While socially skilled, he is still a bit too trusting and gullible and would doubtless be taken advantage of by predators in the film industry if not under Marla Bloom's protective wing.

Cassidy is unsure of his feelings toward Marla. He's very attracted to her, but she's ten years older than him and she's his boss. So he has cast her (and she has accepted the role) as his big sister/mother confessor, in addition to being the person who calls the shots and pays his check.

About Sharon, Cassidy has no doubts. He's smitten. Although she is several years older than he is, somehow that difference is not as significant to him as is Marla's age. While Sharon considered the age difference important at first, Cassidy has been gradually winning her over.

Wayne he sees as a rival pure and simple. While they are not hostile to one another there is an inescapable coolness between them.

All of this will change drastically when Cassidy becomes THE BLUE DEVIL. Trapped in the costume, he will develop a brooding understanding of the grimmer side of life and will need all his resources not to succumb to that viewpoint.

## MARLA BLOOM

When Marla Bloom was a film student at UCLA in the late 1960's she managed to scrape together twenty thousand dollars in loans. With this as her budget, using other students as her cast and crew and the University and its environs as her location, she shot THE BOG BEAST, a thriller that became an instant cult classic and grossed hundreds of times her initial investment.

Her second feature was even more successful. Major national film distributors created a bidding war in their attempts to gain the rights to it.

By the end of her college career Marla was already rich and successful enough to form her own independent production company, M.B. Associates. Renting space from major studios when she needs it, sometimes striking a production or distribution deal with one of them, she nevertheless has kept total control of her company. She decides what films she will make and how she will make them. Tough, brash, impatient and demanding, her track record is superb. She hasn't made a false move yet, creating a string of successful horror and suspense classics. But she has stepped on a lot of toes, her manner is too abrasive for many of the sensitive egos in the film industry, and there are many who would love to see her take a fall. Some aren't above pushing a bit to ensure that she does.

Marla is business-like and brusque, but underlying that is a core of sensitivity and compassion that accounts for the fierce loyalty the members of her company feel toward her. Some of them have been with M.B. Associates since its inception.

THE BLUE DEVIL is her most ambitious project to date, and the most risky since it's being produced in cooperation with the film division of the giant Wisener Communications conglomerate. S.T. Wisener, head of the studio, is one of those who resents Marla Bloom, and would like to see her cut down a notch. But not on a film he's helping to finance!



## SHARON SCOTT

When Sharon Scott came to Hollywood she was like any of the hundreds of other midwestern blonds who migrate there every year: naive, wide-eyed and star-struck. She was already twenty-four, old by Hollywood standards, but she was bored with her three year stint as a flight attendant and determined to "go for the glory". And she had a major advantage over most of her peers--intelligence.

Sharon started out naive, but she didn't stay that way long. She was smart, feisty and curious, and she managed to shed her vulnerability without replacing it with hardness. She learned fast that the big studios were not the way for her to go, and after a couple of bad experiences with agents, decided to learn enough to be her own agent.

She did TV commercials, then some guest shots on series, and gradually built a minor career. One night she met Norm Paxton, Marla Bloom's cinematographer, at a party. He introduced her to Marla and the two women hit it off immediately, each recognizing a kindred spirit. Marla felt that Sharon projected the right kind of independent, never-say-die determination that she wanted in her heroines--that she could play young women who, faced with monstrous horror, would try to out-think and out-manuever the menace rather than give up. She cast Sharon as the female lead in her last two films and the audiences and critics agreed with her assessment. Now Sharon is an indispensable part of Marla's company.

Not that all is smooth between the two women. They are both headstrong and determined, and both have strong egos. But there is an underlying core of friendship and mutual respect that enables them to lock horns without becoming enemies.

## WAYNE TARRANT

When Wayne Tarrant was a very young man he experienced an extraordinary stroke of good fortune: he was cast as the lead in a successful TV adventure series, THESEUS, PRINCE OF ATHENS. It's a stroke of luck he's been trying to live down ever since.

The show ran three seasons. Tarrant became a teen idol, his mini-toga'd form adorning posters on the walls of millions of teenaged girls. Despite a ragged, untrained singing voice he cut a successful album of pop hits. He made the State Fair circuit, the charity telethon circuit, the talk shows and the game shows. For three years he stood at the pinnacle of celebrity. Then the teenagers discovered David Cassidy and Wayne's rating plummeted. His show was canceled and at twenty-one he was a has-been.

For twelve years Wayne has been a Hollywood hanger-on, trying to rebuild his shattered career. Trapped by type-casting, he hasn't had a starring role since his series. He's been through some hard times and has just recently pulled himself together after a period of despairing physical and mental dissipation.

THE BLUE DEVIL is Wayne's chance to salvage his career, to become successful again. He doesn't intend to blow it.

But Wayne has some personality problems stemming from his too-early success and failure. Still an emotional adolescent, he tends toward prissiness and affectation, and once in a while he tries to throw a temper tantrum. But he's no match for the forceful personality of Marla, and she keeps him in line, accepting no nonsense from him. She recognizes that at core he is a good man and a good actor, and that he has unexpected fiber when the going gets tough. If anyone can induce him to grow up into those traits, it's Marla Bloom.

## NORM PAXTON

Norm Paxton is a master cinematographer. Along with Gordon Parks he was one of the first blacks in the field and he has fought long and hard for recognition. His experience is broad and varied, including good and bad movies, and even a long stint as a network cameraman in Vietnam.

Marla depends on Norm more than either of them realize. While she is a film-making prodigy, still he has years of experience that no amount of raw talent can make up for. In his late forties, Norm has been in the film business more years than all the other principal members of the company combined, and is jocularly known by them as "the old man". He is a cool and accomplished professional, and Marla trusts him completely.

## EDDIE "GOPHER" BLOOM

"Gopher" is Marla's nephew. He serves as her general assistant, a "go-fer" who runs errands for anyone and everyone. He's in his early mid-teens, a starry-eyed little guy who idolizes Dan Cassidy.

Eddie is a popular culture fanatic, devoted to movies, comics, TV, et al. He's been begging Marla to give him a job since he was in grade school, and she has finally concurred, giving him a summer apprenticeship. He's a bright, happy kid, overly-eager in a puppy-dog way. The film crew has become very protective of him, and not just because he is the boss's nephew.

## PLOTS:

At present THE BLUE DEVIL is fully plotted for six issues, with clear (albeit less detailed) plotting for another six issues. The origin story, issue #1, has been completed as a twenty-three page script. In addition the plot for a fourteen page preview has been completed and is ready to be passed to the artist to be completed using plot/script style.

What follows are brief summaries of that preview and the first year's worth of stories (less the origin tale, detailed elsewhere). More extensive summaries can be furnished as requested.

## PREVIEW:

A rival special effects man reads of Cassidy's creation in a trade journal several weeks before THE BLUE DEVIL is scheduled to go on location. The reader is James Jesse, alias The Trickster, notorious nemesis of THE FLASH! Jesse determines that the technology of Cassidy's costume, added to his own costume and gimmicks, could make him virtually unbeatable. He decides to steal the BLUE DEVIL suit. And Cassidy, wearing the untried prototype of the costume, must stop him!

## ISSUE #1:

See Concept section.

## ISSUE #2:

Back in the States a despondent Cassidy has been told by a doctor that the BLUE DEVIL suit is irrevocably grafted to his own body. Despairing, Cassidy determines to "end it all". But a first suicide attempt fails miserably, and a second is interrupted by a ferocious battle in the street below Cassidy's apartment between the police and a rampaging powerhouse known as PILEDRIVER, who has just raided a STAR labs facility. The BLUE DEVIL becomes embroiled in the battle, finding himself in combat against a much stronger opponent. Cassidy finally defeats PILEDRIVER. Marla Bloom arrives on the scene with the news that Cassidy's doctor has referred him to STAR labs in the hope that they can cure his condition.

## ISSUE #3:

At STAR labs, Cassidy undergoes a series of elaborate tests that demonstrate how fully the systems of the BLUE DEVIL costume have become integrated with his own physical structure. But as the STAR scientists explain the situation to Cassidy and Bloom, the installation is assaulted by SUPERMAN's old foe, METALLO, and a pack of uniformed mercenaries, who have come to rescue PILEDRIVER and to retrieve the item he stole from STAR.

In a wild, hard-fought battle, THE BLUE DEVIL overcomes METALLO and his henchmen, finally defeating the arch-villain just before SUPERMAN arrives, called to the rescue by lab employees.

SUPERMAN is told of THE BLUE DEVIL's plight, and his aid is beseeched. He replies that he is helpless against magic. But he knows someone who might be able to help...ZATANNA!

They attack him again, distracting him from the populace.

Meanwhile, in Hollywood, TV stations have picked up the story. S.T. <sup>Verner</sup>~~Wiscener~~, studio head, calls Marla, telling her that her boy is giving away free footage--she'd better get down there. Hastily assembling her crew, she loads them into a studio plane and flies South. They soon arrive on the scene and become embroiled in the action.

At last THE BLUE DEVIL manages to get the trident away from Nebiros. Learning which of its powers Nebiros has mystically augmented, Cassidy uses it against him. Striking simultaneously with ZATANNA, he at last overcomes his awesome foe.

They hustle Nebiros back to Ile du Diable, stuffing him through the mystic portal as he begins to arrive, slamming it in his face. They smash the key anew, this time vaporizing the shards.

Back in New York they dine together, causing a stir, THE BLUE DEVIL complains that he's still trapped in the costume. But ZATANNA cheers him up, telling him that there are worse problems. It's not a costume--it's him--and he'll have to get used to it. Besides, she thinks he's kinda cute! Her JLA signal buzzes her. She kisses his cheek, telling him to call her sometime...then she's gone!

ISSUE #6 *Microwave over? Balloon Man?*

Returning to California to do some studio work, Cassidy interacts with the supporting cast, who try to adjust to his new form. This is an establishing issue designed to flesh out the cast and pave the way for future issues. The action will involve a gang of normal hoods fleeing a robbery, who attempt to hide out on the backlot. Included will be the introduction of MARATHON, who pursues the hoods.



# ISSUES #7-8

These are THE FURIES' issues (see section on FOES). Wayne is showcased. Indigressive action in #7 DEATHBOLT is introduced, committing a sudden, heinous crime. In #8 Marathon briefly aids THE BLUE DEVIL in the final defeat of THE FURIES, then hogs all the limelight.

# ISSUES #9-10

These are the MARATHON/DEATHBOLT issues. THE BLUE DEVIL fights, DEATHBOLT, learns more about MARATHON, and at last discovers that they are the same man. Issue #10 brings MARATHON and THE BLUE DEVIL to their inevitable final confrontation.

# ISSUE #11

THE BLUE DEVIL takes on another long-established, high-powered DC supervillain. *Bring back Trickster. Let's have a drink.*

# ISSUE #12

Guest-starring Kirby's creation, EBRIGAN THE DEMON.

## MARATHON/DEATHBOLT

Soon after becoming THE BLUE DEVIL, Dan Cassidy meets another new superhero, MARATHON. MARATHON is a showboat hero, a flashy grandstander. His powers are those his name implies--tremendous stamina, agility, strength, speed and general athleticism. His demeanor is one of laughing good humor and cavalier derring-do. He is always more than willing to stay around after performing acts of heroism to let the pretty girls kiss his cheek, to let the men thump his back and the photographers get their shots, to sign the little kids autograph books and give reporters "exclusive" interviews. He's a show-off, but he backs it up by being good at what he does.

Away from the cameras and the audience, MARATHON's demeanor takes a harsher turn. He is brutal and ruthless with opponents. He is ready to use the good graces of those he aids to personal advantage. He is amoral and uncaring--a hero only for what it can get him.

And there is more to MARATHON. For secretly he is also the assassin and marauder, DEATHBOLT! DEATHBOLT adds flight to MARATHON's powers. He appears suddenly, utilizing a STAR TREK-type transporter device, strikes down his victims with a bolt of energy, then vanishes into thin air!

Both MARATHON and DEATHBOLT are really Calvin McNeil, a UCLA professor. The teleporter is his invention, but he owes his powers to SKULL, the sinister, secret criminal organization that recruited him for a superbeing project and acquired his transporter as well. He is free to do as he likes as MARATHON so long as it

doesn't interfere with SKULL's activities or with his missions as DEATHBOLT which he performs on SKULL's behalf.

## THE FURIES

When Wayne Tarrant was in his early twenties he played the lead in a popular TV adventure series, THESEUS, PRINCE OF ATHENS. Wayne was for a brief time the most popular teen idol in the country. His image, long-tressed, clad in a short toga, adorned the walls of countless young girls across the nation.

Three of his most ardent female fans even stole a grecian urn from the local museum, using it to celebrate their love for their idol

Those were wild times, and Wayne was a reckless youth. One day he arrived in the city of the three young thieves on a promo stop. The three girls sneaked into his hotel room...and "partied" with him all night. The next morning as they left, Wayne assured them that he would keep in touch. Of course he never did.

Twelve years later the three young women, who have remained close friends, reunite to commemorate old times. They take in the movie, THE BLUE DEVIL, excited to see the comeback of their former hero.

After the movie they return to the apartment of the one who kept the urn. They reminisce about their night with Wayne, and in a moment of tipsy resentment, give vent to twelve years worth of stored bile. The angriest of them smashes the urn impulsively. This rash act releases the spirits of THE FURIES, implacable, relentless beings from Greek Mythology, trapped for ages in the urn. Female wraiths who exist only for vengeance, these spirits possess the three women, turning them into unstoppable, murderous fiends with but one motive: kill Wayne Tarrant! And only THE BLUE DEVIL stands between them and that goal!

## PILEDRIVER

PILEDRIVER is a physical dynamo, a powerhouse. The product of genetic engineering, pumped full of super-steroids augmented by electronic and mechanical reconstruction, he is considerably stronger than the BLUE DEVIL. His strength and durability are derived in similar manner to the BLUE DEVIL's, but without the mystical element. He was built.

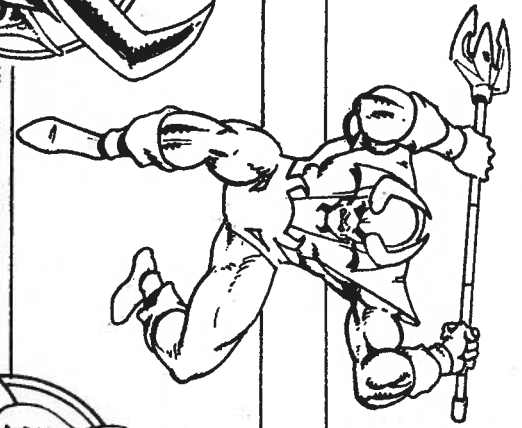
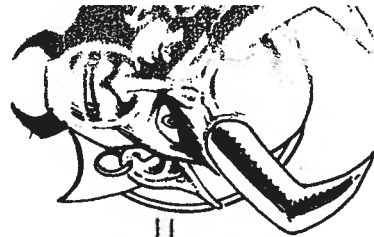
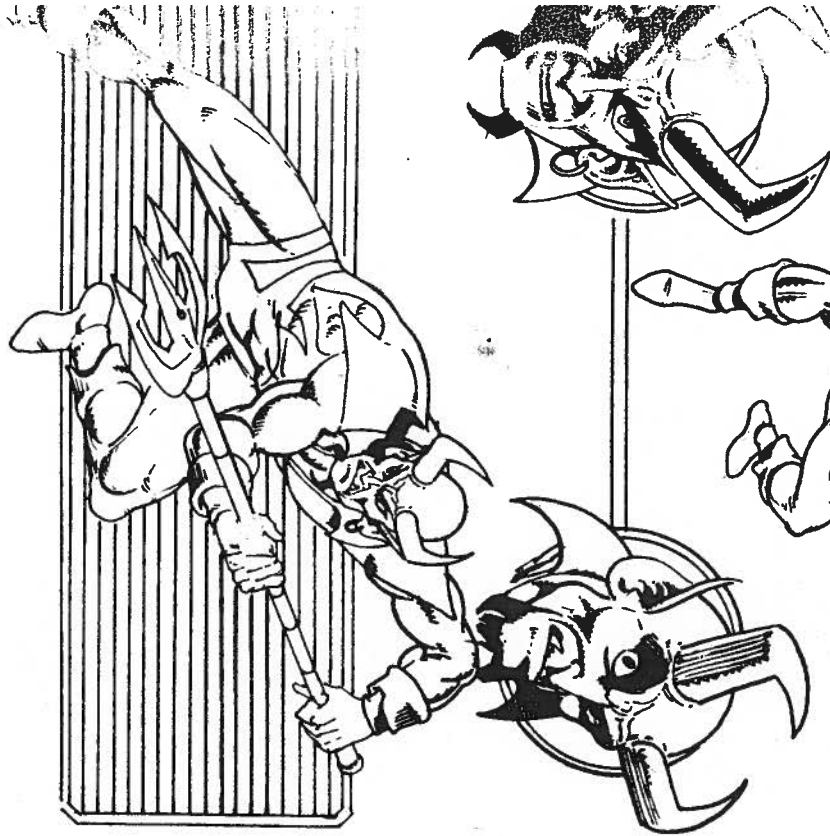
PILEDRIVER is a brute, an unquestioning henchman of METALLO, the arch-villain responsible for his powers.

## METALLO

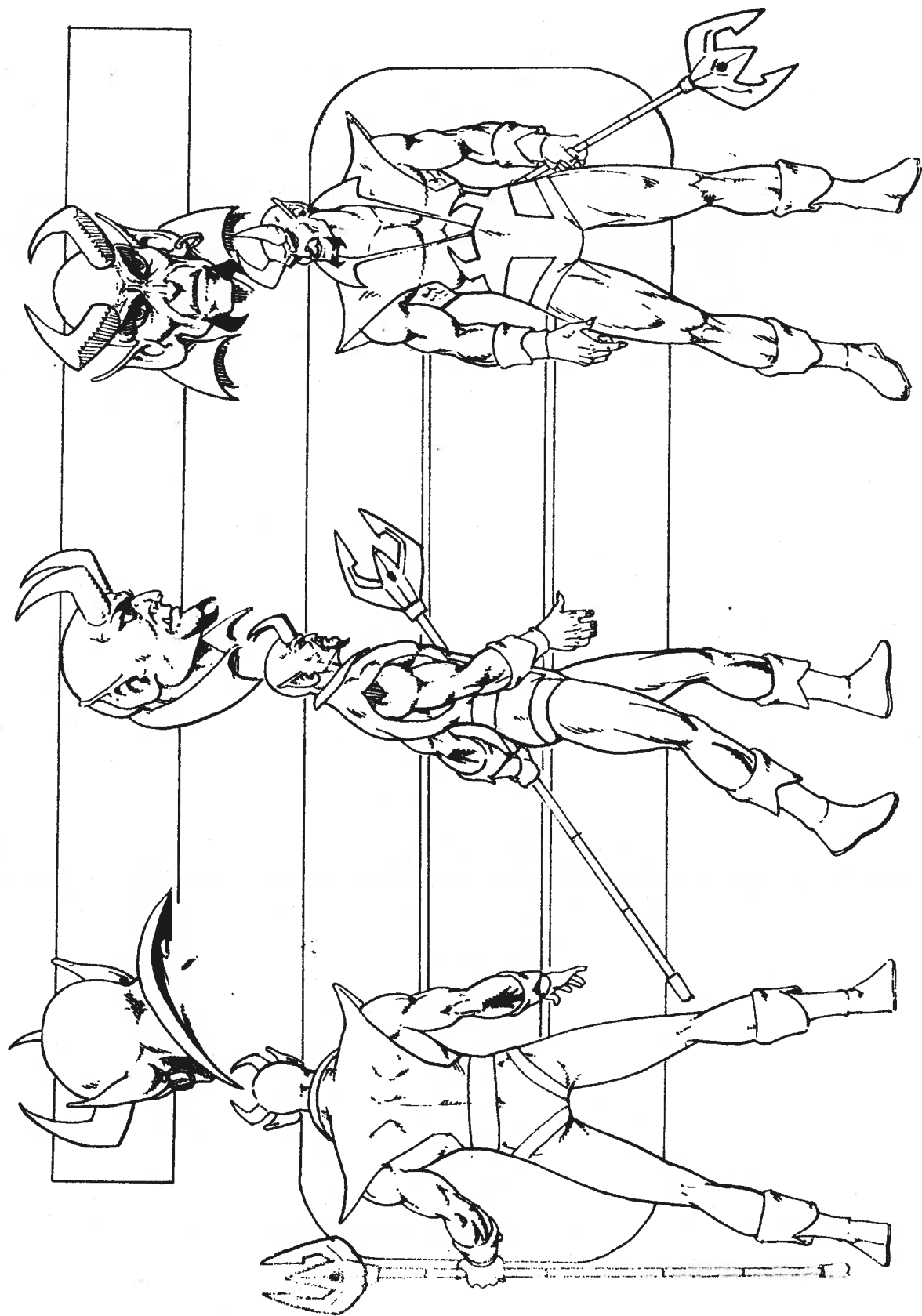
METALLO is a long-established DC supervillain, whose primary opponent is SUPERMAN. He has also fought BATMAN teamed with LOIS LANE in a recent issue of BRAVE & BOLD.

## THE TRICKSTER

Long-established FLASH foe. See attached photocopies.







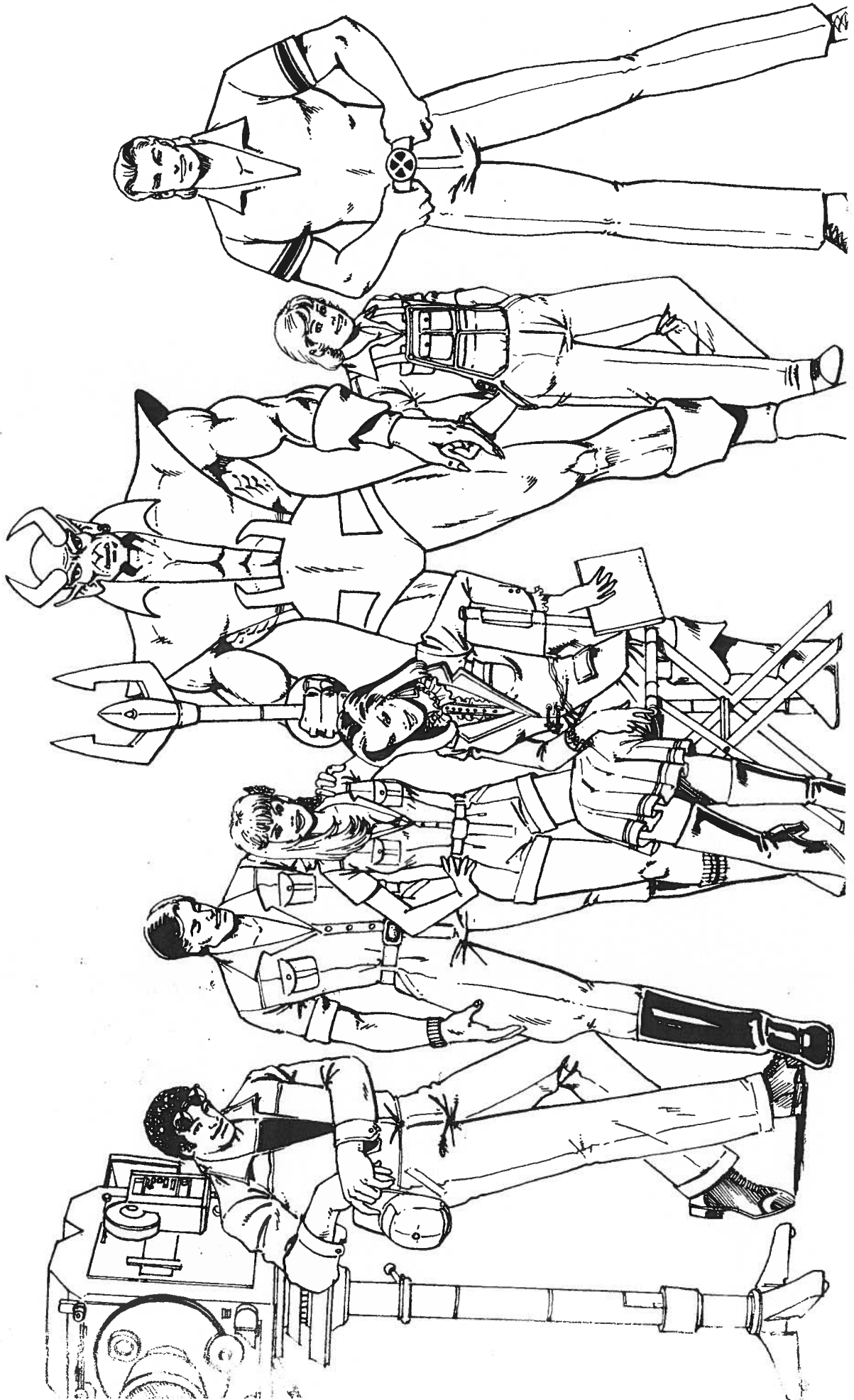
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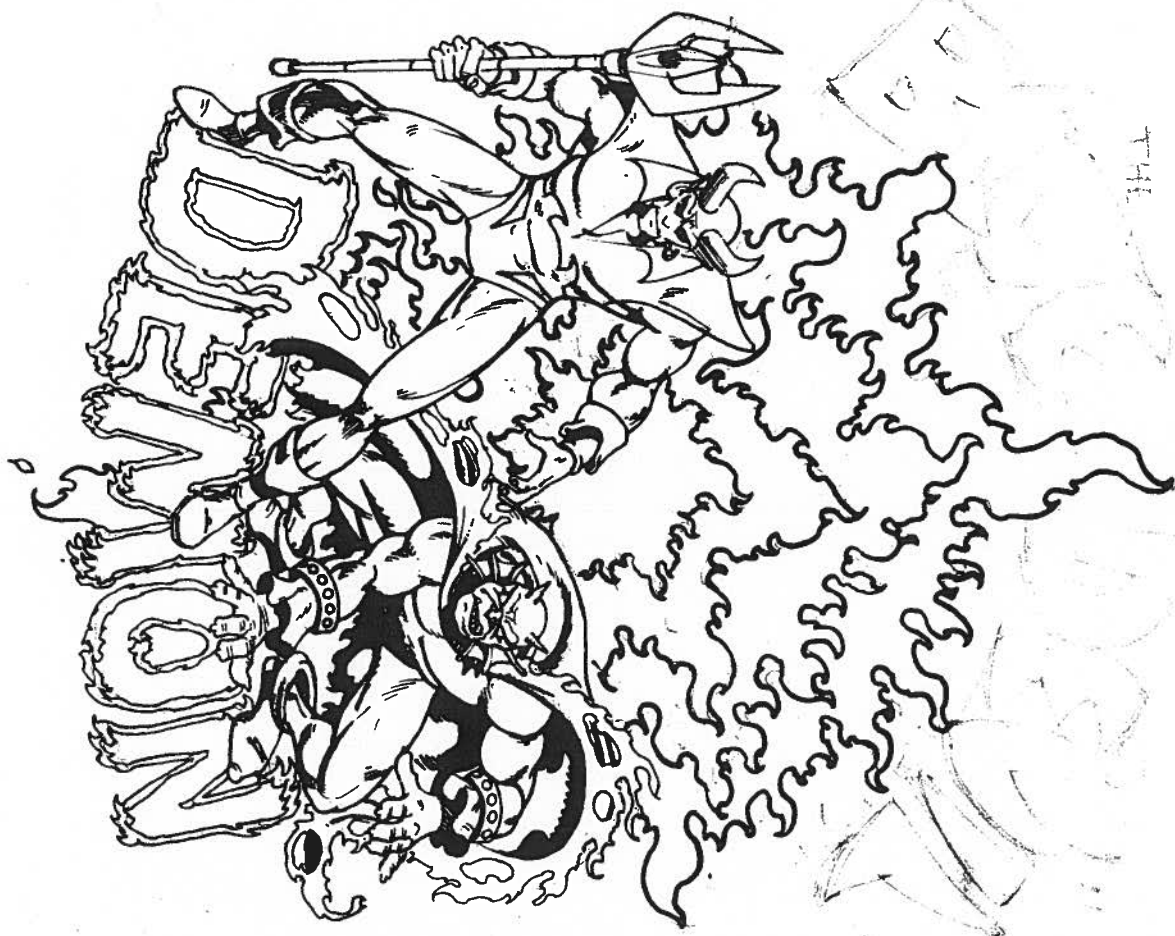
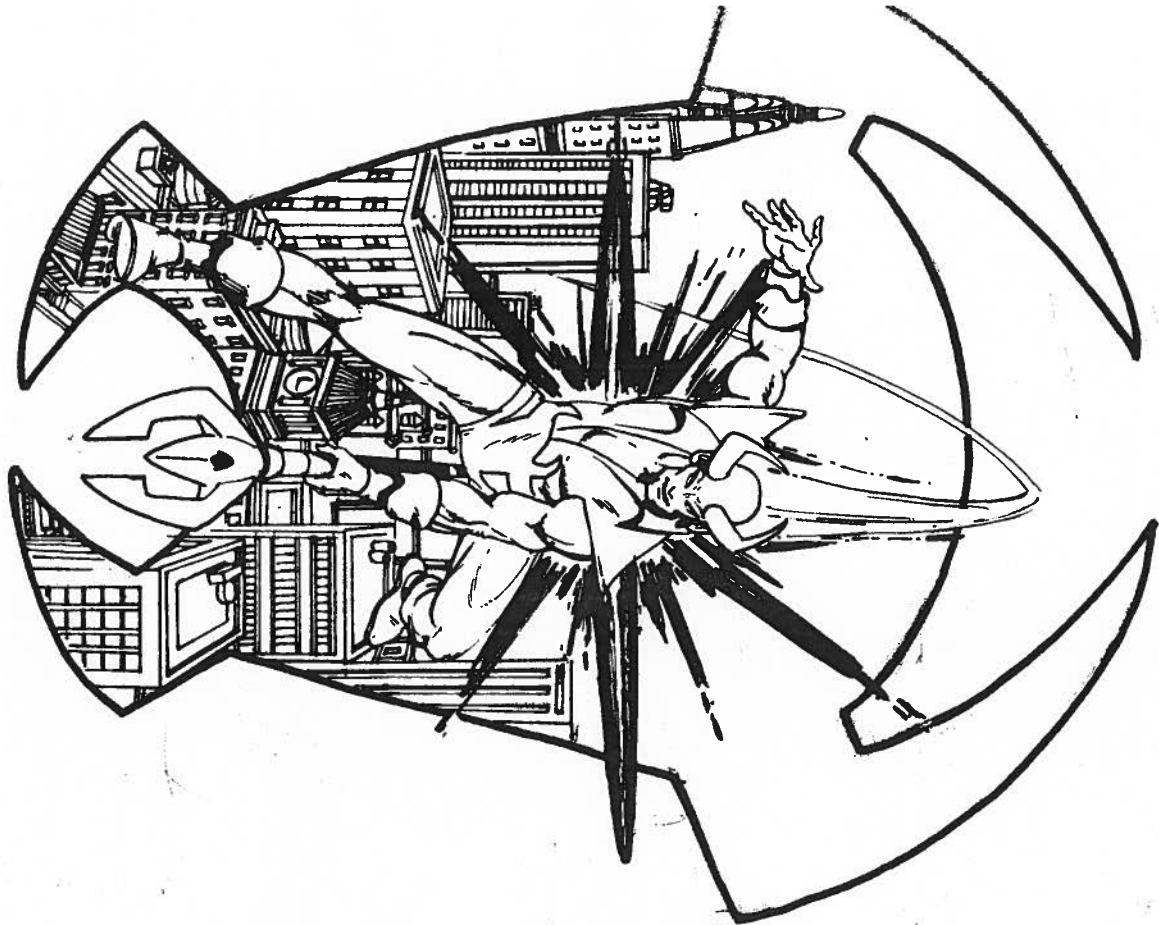
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