



Action Comics #47
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It's good to be home, he thought, pounding the pavements and heading to his old haunts in Suicide Slum. Been away for too long. Missed the smell. His fingers traced across the concrete of the dilapidated buildings. Tactile. Olfactory. God, glorious, glorious Metropolis. His internal sensors sent information streaming directly into his brain. He hacked and boosted a wireless signal, and linked up to the Internet, and began to catch up on the years he'd been away. Same old, he thought, Superman. Supergirl? Superboy? Superplurals. No matter. He felt his chest throb. Green, thumping power. The lenses could move at his will, gold, red— there were slithers of alien mineral he hadn't even accessed yet from within his computer mind. Locked tight until something in his head clicked and let him. He had once stood in front of a mirror and rotated the lenses, his chest cavity open wide so he could see inside his body. Green: pain inducing. Red: change inducing. Gold: power removing. And then... there was the lead lined lenses. Three of them. He wondered what they contained. Blue Kryptonite, maybe? Black? Diamond? Silver? Bronze? Yellow? Something. Something...

He pulled his coat tight over his body. He didn't feel cold, but the tingle of familiarity, that niggling nostalgia for home, it created a reaction in that robot-brain of his. Downloaded memories sparked connections in the neural net. That shiver... felt good. He locked his feelings away, most of the time. Turned the mental switch that controlled his pain receptors. But now... he opened his arms wide and looked to the sky as it belched forth rain, thunder and lightning starting to echo and crackle down.

"Welcome home, John," whispered Metallo, as he continued his steady trudge through the streets of Metropolis. "Hell of a town."

Action Comics

Issue #47: "*Heart Of Kryptonite, Soul On Fire*"

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Clark Kent and Lois Lane sat in a diner a block down from the *Daily*

Planet, the news playing quietly in the background. They were eating breakfast; they'd been working all night, and most of the morning and now... they'd wrapped their story. Sent it to copy, and Perry White had sent them out to go get some colour in their cheeks. "Well done, children," he had told them, his cigar breaking all health and safety regulations as it hung limply from his mouth, "you have saved the Daily Planet from cancellation for another edition. Don't get complacent! Our livelihoods depends on it!"

"How are your pancakes?" Clark asked, nonchalantly. He knew better than to engage Lois in deep, intellectual conversation over breakfast. She was notching up points toward diabetes, desperately getting her sugar fix so she could function throughout the day. Two cups of coffee stood guard at either side of her plate, and maple syrup oozed over the golden brown pancakes.

"Had better," she replied. She said no more, and Clark smiled, unfolding the newspaper he'd purchased from the vendor before slipping into the diner with Lois.

Senator David Callahan Announces Presidential Bid, he read, stands on platform of 'Truth, Justice and the American Way' in wake of admission of coercion by purported 'Secret Society of Super Villains'

"Hmm," mumbled Clark, shaking his head.

"What's that, Smallville?" asked Lois, finishing her last morsel. "Do you not *approve*?"

Clark put the paper down and shrugged, before laying out his thoughts. "David Callahan was blackmailed, threatened with torture by the 'Society', right? And he gave them intimate secrets in regards to S.T.A.R. Labs and their programs. Eventually, he put up his hands up and admitted his part in the whole thing before a senate hearing, but that was a few months after the fact. *After* the Society triggered their raid on S.T.A.R., and he's still come out smelling of roses."

"Did you hear what they did to him?" asked Lois, leaning forward to get closer to Clark. "The Parasite. They sicced Rudy Jones on the man. Stole away his youth for what must have felt like an eternity, threatened him with a fate worse than death if he didn't comply with their demands.

Parasite, Clark. You know what a freaky thing he is."

"I got an itch, is all," said Clark, "something isn't right about this."

"You think he's capitalising on his supposed freedom? Coming out against the Society, vowing strict control of the downright naughty metahumans that are running around causing trouble? Singing the praises of the Justice League and all their efforts over the past year? Basically giving the people what they want?" Lois took a sip from her second coffee. "President Stuart is coming to the end of his first term, it's all fair Smallville. It's a shame he hasn't had much to do. Maxwell Lord had it good— Apokolips! The League forming on his watch, on American soil!" Lois grinned. "Sure, it went through the crapper when he went a bit kooky, and yeah, he's in a military hospital somewhere receiving better treatment than anybody that's ever lived... but ol' Jeb hasn't had a war, he hasn't had something he could have used to really make his term... memorable, I guess?"

"Sure, sure," nodded Clark. He continued to read through his paper, and Lois continued to drink her coffee and recline comfortable in her seat. She looked around, but her eyes were drawn down toward Clark's hands. A concerned look grew on her features, and she reached out to him.

"Smallville... Clark... your hands are shaking... are you okay?"

Clark looked at his hands, and just as she said, they were trembling. He'd never felt like this before. He hadn't felt sick, not until she'd mentioned it. He struggled to his feet, and his brow furrowed. "Whoa," he mumbled, clutching the side of the booth, "don't... don't feel... great... "

"You're pale as a sheet," she said, standing and supporting him. "Jeez, I always forget how massive you are, Clark."

Clark smiled feebly as she helped him toward the exit, but as the feeling of sickness intensified, he pushed back. "No, no... not that... not that way, feel," he put his hand to his mouth, and sprinted to the toilets, away from the front of the diner, and away from Lois, who merely watched the door swing open-shut-open as he rushed in.

"Typical," she said, shaking her head, "can't even hold down breakfast."

He unbuttoned his shirt at super-speed, removed his clothes to reveal the blue and red uniform beneath, and flew out of the window of the bathroom and straight into the light of the Sun. He put some distance between himself and the diner, and lapped in the solar charge that gave him strength. "Rao," he whispered, his strength returning, "what was that?"

In the lower atmosphere within seconds, he focused his vision, and scanned the immediate area— and saw the cause. John Corben was simply walking, his chest cavity hidden by his leather jacket and white shirt, but still open and projecting Kryptonite rays. He'd last been sighted in Hub City, Superman thought, killed a bartender with a concentrated blast of Green Kryptonite energy, and then countless others. Why? He didn't know. There were whispered links to the Society, but he didn't have time to check.

He knew he had to keep his distance. Metallo's heart was his source of power, and it was capable of killing Superman with enough exposure. He concentrated. He scanned Metallo's body, but it was strange— he couldn't get an exact bead on what his armour body was made up of. The inner working of his cybernetic parts were hidden, and the heart chamber was a complete void that he couldn't see into. What was going on?

Metallo turned, and squinted. His eyes zeroed in on Superman, just under thirty miles up from where he stood. "Well, hello," whispered the metal-man, his Kryptonite lenses clicking into place in front of the beam projector resting in front of his spine. He aimed, calculated, and then fired off a shot of red, searing energy—

Superman barrelled round the initial blast, but instantly buckled in agony as beads of energy sifted toward him before dissipating. "What was that—?!"

Metallo clambered atop a parked car, his heavy footsteps crunching into the hood, and then aimed his wrist projectors and chest beam up at Superman, and he began to fire, gold, green, red, a swirling convalescence of Kryptonite energy shooting straight up to the Man of Steel. Superman

again dodged the initial beam, rolled away from the second, but the Red Kryptonite charge rattled through his body and he screamed, plummeting to Earth within seconds.

Metallo looked around at the terrified crowds, and grinned. "Are you not amused?" He jumped off the car and his feet cracked the pavement. He put a finger to his ear, and then his grin faded. "It's time. Make the jump."

Meanwhile, Superman hit Hob's Bay hard, and immediately began to sink. He struggled to regain his composure, to create some sense of buoyancy within himself, but the Red Kryptonite had caused a chain reaction in his cells—he was in agony, and he couldn't stop it. With Zod, he would have put distance between himself and the General, with Toyman he could have frozen the hordes of killer toy-planes with a gust of his freezing breath, but this—he couldn't escape his own body, he couldn't battle that—he hit the bottom of the bay, and lingered there for a moment, before opening his eyes and kicking up to reach the surface.

"Gahhh!" He suddenly breached the surface, and shook his head, trying to clear his mind of the fuzz inflicted by Metallo's attack. "That smarts..." He closed his eyes, allowed his mind to clear, and then lifted up from the body of water and floated just above the surface. "He's upgraded. Can't be his own handiwork. Not possible. So he needed help. And Kryptonite." *Red... haven't been hit by red for... for years... and Gold... he'd never experienced Gold Kryptonite before... and only one man could possibly get his hands on that...* he thought, before clenching his fist. "Luthor." He spun around in a scarlet hurricane, and was suddenly dry, then he turned back to where he'd been hit, and scorched toward the scene.

Metallo was long gone, heavy imprints left into the sidewalk where the cybernetic villain had vanished into the sewer system. Superman grimaced. He'd been unlucky—Metallo had taken him by surprise, and he'd never find him in the lead-lined sewers that Lex Luthor had engineered during his time as a 'legitimate' businessman. "Damn," he said, before looking around and heading North—to the Fortress of Solitude.

Superman picked up the super-dense white-dwarf-star key to the Fortress and let himself in. He didn't bother with pleasantries with Kelex, instead, he flew straight to his Workshop, and began to think—his mind

ticked away a thousand times faster than any human brain, and within seconds, he knew what he had to do. "I'm a scientist's son," he murmured, putting together a collection of chemicals from the alien inventories he had surrounded himself with, "Time to show that to Metallo." The device resembled a pistol. The mechanism inside? Not so much.

<Master El! What brings you to the Fortress?> buzzed Kelex.

"Work," replied Superman, "Metallo has returned. And I want to try something with him that I've been working on for months now, just in case someone like him resurfaced."

<Understood, sir,> said Kelex.

"Where is Kon? And Kara?" asked Superman. He closed his eyes and listened about the Fortress, but could hear nothing.

<The young Els are practicing on the training moon orbiting Pluto. Do you wish me to contact them?>

"Please," said Superman, "I need them in Metropolis. I need their help taking down Metallo!"

Yesterday:

He walked through the lobby of the police station, and leaned over to the secretary, who smiled sheepishly as he asked his question. He showed her his papers and she nodded, directing him down the corridor and up five flights of stairs. From there, he was directed by a number of signs, until finally he reached the bullpen of the Metropolis Special Crimes Unit. The offices were deserted, and there were no officers but one about, who sat quietly in his office working on some paper work.

The bearded man knocked gently on the door, and smiled awkwardly. "Hullo?"

The man behind his desk looked up. He was just entering his thirties, dirty blonde hair and a thin scar from his jugular up to just beneath his eye. It had faded somewhat, from whatever had caused it, but it was still a visible mark. His piercing blue eyes looked straight through this

visitor, and he tapped his pen on his desk. "... Well?"

"Captain Jones, right?" asked the bearded man, heaving his satchel bag over his shoulder. "I'm looking for the Captain."

Nemo Jones of the Metropolis Special Crimes Unit looked at this newcomer, and eyed him up suspiciously. "And who would be asking?"

"My name's Chris Kent," said the man, scratching his beard and then handing the Captain a piece of paper. "And I'm a new transfer straight from Midway City."

"Chris *Kent*? I've been expecting a transfer, but no-one by your name," said the officer.

"Yeah, mix up on our end," said the man, nodding. "I know that MPD are relocating offices, so I thought it would be as good a time as any to come aboard. Sounded like something I wouldn't mind being on the ground floor of, you know?"

Nemo smiled. "Sure. But we're moving shop. You're lucky to have caught me, we're closing the station down, moving to the plaza a few blocks across."

"Oh, I just flew in, didn't have time to check," answered Chris. "But if you give me some directions?"

"Let me have a look at that paperwork again," said Nemo, re-reading the letters. "Not much of a detective if you couldn't figure out we're gutting the place, are you?"

"Well, the tarps over everything were a hint," said Chris, "but better hearing it from the horse's mouth, I always say."

"Right, right..." said Nemo. "Well, if you wait a few minutes, I'm just finishing up here, we'll walk down there together. You can buy me a coffee, rookie."

"*Rookie*?" repeated Chris. He considered this for a moment before grinning. "Alright, Captain."

Now:

Metallo sat in the diner, his chest cavity exposed, throbbing Green Kryptonite in his small corner booth. He'd ordered the full-breakfast meal, and had stated his intention not to pay when he arrived. He'd grinned, and threatened to melt their faces off if his demand of a good breakfast wasn't delivered. The police arrived soon after, but it was strange, they weren't the usual uniformed sonsofbitches the armoured man was used to— they were flying in the air, rocket packs on their backs.

"JOHN CORBEN! POWER DOWN YOUR KRYPTONITE HEART AND LEAVE THE DINER WITH YOUR HANDS BEHIND YOUR HEAD AND YOUR WEAPON SYSTEMS DISENGAGED."

Metallo stood, and looked over his shoulder to the chef, sweating over a pan full of bacon. "Don't stop cooking. I'll be back."

"Y-yessir!" murmured the cook.

Metallo pushed the door of the diner open and looked around at the police forces assembled. "Firstly," he said, "Bravo," he began to applaud, surveying the threat to his existence as it was, "I mean, top marks on the intimidation factor. Learning a thing or two from Big Blue himself? Yes, *flying* is scary for your run-of-the-mill hoodlum. I, on the other hand?" Discs of flesh around his body whirled into their housings, and he throbbed with Green Kryptonite energy as it coursed through his body. "Am not any kind of run-of-the-mill? Capi-sche?"

"YOU HAVE ONE LAST WARNING!" announced the lead officer, 'JONES' emblazoned upon his helmet. "STAND DOWN, METALLO!"

"Secondly, power down my Kryptonite heart? You trying to kill me, cop?" Metallo pointed a finger at the flying-officer, and a pin-prick size hole in his finger tip opened. The officer's eyes opened wide as a needle thin beam of Kryptonite energy went for him, but he spun in time for it to catch him in the arm. The pain was excruciating, but he was still flying. "*Cause if you try to kill me, I'll kill you, no tryin' about it!*"

"Stop!" Superman floated between the police and Metallo. "Clear the skies," he ordered, and immediately the Special Crimes Unit abided. Superman was a deputised member of the force, and even if he wasn't, these men and women would listen. Only one officer kept his weapon levelled on the villain, and Superman noted that his helmet was labelled 'KENT'. *What?* thought the Man of Tomorrow, but he disregarded it, and turned his attention back to his opponent. The weapon he had created was holstered at his back, hidden by his billowing cape.

"Hello, Superman," said Metallo. "Glad to see you're as red and blue as ever. Unperturbed by your swim?"

"John, what's going on?" asked the Man of Steel. "Why are you here?"

"S'all part of the employment package," said Corben, smiling, "I'm doing this as a favour for someone."

"I don't want to fight you, John," Superman said slowly. The police had created a perimeter, giving these two super-powered opponents room to fight. "I really don't."

"Shame. Because I was paid to fight you—!" Metallo unleashed old reliable— a blast of Green K— that Superman fought back against with his heat-vision. He pushed hard, the Green K weakening him by proximity, but he knew that if he soldiered on, did what he'd been taught to do and put that pain in a box, then he could finish this. He disengaged his heat vision and shot up and around, slamming his fist into Corben's face— and barely denting him. "Heh." Metallo wound his fist round and caught Superman in the ribs. The Man of Tomorrow skittered across the now-empty street, and hit a wall hard. He clutched at his side, a sharp pain that he'd never felt before screaming at him to lie down and black out. "That was your rib, Superman. I'm programmed to take you apart, piece by piece. Ain't no humanity left in this body of mine, it's all engrams and personality downloads. I am not what I was before."

"I noticed," said Superman. *But metal is still metal*— He poured on the heat vision, channelled all his strength through his eyes and into the beams that shot out from his eyes, and then, when Metallo was suddenly so hot that the car next to him began to melt, Superman breathed in deep, and exhaled hard, ice-cold arctic breath hitting Metallo like a

compact hurricane. Metallo continued to trudge forward, footfall after footfall. His body shifted, morphed, but didn't crack and break under the pressure—he grinned, and shook his head.

"You don't know what I'm made of, do you?" snapped Metallo, charging toward Superman. Kal leaped over him, but wheezed as Metallo clicked on the Green K. "I've been wanting to play with you for some time, alien. Got me some special toys to make you go loopy." Metallo grabbed Superman by the ankle, and arched his arm up, and then down, slamming Superman into the sidewalk. "Green, your favourite," he said, preparing to throw him into the ground again, "Red, which excites me to no end, and Gold, which I'll save for a rainy day— or two minutes, depending on how this story goes."

"You're going to have to," said Superman, his heat vision scouring through Metallo's wrist and cutting off his metal hand. He breathed in deep, all his strength going into that attack, and he climbed to his feet, and began to run away— only to be caught in the back by a tremendous blast of energy— he suddenly felt all his strength go, and he hit the ground hard, his hands scuffing and bleeding, his chin cut up where he'd hit hard. His skull felt rattled, his brain felt like it was going haywire. Glistening energy dissipated up from his cape, and he realised what Gold K did— *it stripped you of your powers.*

"I've been told," Metallo said, slowly walking toward Superman, "that Gold Kryptonite strips one of yours clean of your powers for fifteen seconds. A lot of £\$%^ can go down in that amount of time. I'll only need one."

"Watch your mouth," said Superman, again climbing to his feet. He was dizzy, uneasy on his feet, but the smile on his face unnerved Metallo to no end. "There could be kids watching."

Metallo's hand crawled up his leg, up his torso, down the length of his arm and reattached itself precisely, cables lashing down and finding the ports that would secure it back to its proper location. He opened up his chest, Green K crackling, when—

"Metallo, right?" He turned as a new voice spoke, and was thrown back by a gust of wind, toppled over by Superman suddenly dipping down

and catching the back of Metallo's knees with his side, and then lifting himself up as his powers returned. "I've heard about you."

"Glad you got my message," said Superman, weakly. Supergirl and Superboy floated above the scene, both eager to assist. Supergirl was floating in front of Superboy, and Superman shot up to join them within seconds of their arrival. "Kryptonite heart," he told them, "Keep your distance— Kon, I need you." He whispered something in Kryptonian, an order that only the three Kryptonians could understand. "Understand?"

"Sure thing, Supes," said Superboy.

"Distract him, but don't directly engage him, okay Kara?" asked Superman.

"Can do, Kal," nodded Supergirl.

Supergirl blasted with her heat vision, straight into John Corben's face, and the bio-mechanical sheath that made up his flesh began to melt and pour down his metallic skull. Metallo's silver teeth didn't move, they didn't melt, instead just stayed in their perfect position, a haunting smile carved into the metal skull. Superman was nearby, him too unleashing his heat vision, but Metallo kept trudging forward, all the while Superboy floated overhead, waiting for his in.

"Am made—" Metallo buzzed, "—from superhard, supermalleable super-substance—" He rolled his head around, and pointed an open palm toward Supergirl. Superman exhaled hard, and the hand clanked against Metallo's hip. "hhhr... you can't—"

Superman vanished from sight, and Supergirl poured on the pressure—the heat was impossible, and the stone beneath Metallo's feet began to melt with every step he took. Superboy darted about in the sky, rueing his own lack of heat vision, but waiting for his opportunity— Superman sped across the ground, and then caught Metallo in the chin, sending him flying upwards. Superman groaned, weakened by the Green K, but then pulled the weapon from its holster, aiming it squarely at Metallo.

"What you gonna' do, Superman? Shoot me to death? Haw!" A stray blast of Green K caught Superman and he screamed in agony.

Superboy's eyes widened but the Man of Steel kept his hand steady and fired the weapon— and it hit John Corben squarely in the chest! "What was that?" laughed Corben. "Electromagnetic pulse? I'm insulated, Supes! Ain't nothing gonna' get through this!" He tapped his chest, and then landed hard.

"Yes, Corben," managed Superman, climbing to his feet, his powers returning to him, "you are insulated. And thanks to that discharge, you're a little bit more insulated than you were seconds ago."

Metallo looked at his body, and saw that a thin sheen of what appeared to be plastic had coated his skin. The emerald throb of his power source didn't pierce it. "What is this—?"

"Lead particles and a few other things," said Superman. "You're not going to shoot your way out of it, I made sure of it."

"Well, ain't this a dire predicament. But I'm still Man of Steel enough to beat you to death, you £\$%^!"

Superman shook his head. "Kids are present, John, what did I say before? And speaking of—" He looked to Superboy. "Now."

Superman restrained Metallo, and the villain thrashed about as he tried to escape the Man of Tomorrow's iron grip. "What are you doing, you alien bas—"

Superboy smiled as he flexed his fingers. "Right, so I'm not what you'd call 100% pure-blood Kryptonian. Someone had a tinker with my DNA, and here I am, standing before you, pretty damn awesome anyways."

"I don't care, y'little punk kid!"

Metallo broke free of Superman's grip, the Kryptonite in his body surging like adrenaline, but Supergirl caught his fist and shook her head. "Nuh-uh, Metallo." She punched him hard in the under arm and Superman regained his grip. "Hold on tighter next time, cousin."

"I'm trying," replied Superman.

"Hey!" Superboy laughed. "I'm not done! So I'm not 100% like Superman and Supergirl. I'm something else. And I got this one power which confuses the heck out of all the people I show it to. They call it 'Tactile Telekinesis'. As in, I touch—" Superboy put his hand over Metallo's chest. "— And I do all sorts of awesome things."

"What are you—" There was a noise, barely audible, but Metallo's eyes opened wide as Superboy's powers kicked in. His Kryptonite heart shut down, and Superman released his foe. John Corben hit the ground hard, completely inert.

"Good work, Superboy. I know the brains at S.T.A.R. Labs have some theories on how to make Metallo completely harmless. We'll have them set up a hard storage facility, in conjunction with the SCU. Speaking of—"

The Special Crimes Unit approached, and Superman nodded in recognition. Nemo Jones removed his helmet, but was visibly hurt as he cradled his arm. "Good work, Superman. Glad to see you drop by."

"You're hurt, Captain," said Superman, "get yourself to a medic."

"It's fine, this stuff can take more than that," said Jones, tapping his armour. "SteelTech is built for that kind of bad-assery, after all. Excuse my language."

"Excused," said Superman, smiling. "I think you're allowed to cuss if you're injured, Nemo. There are rules."

"I'm sure, I'm sure," nodded Nemo. "But I do think I will take your advice now. Ow. Ow, ow, crap... "

As Nemo walked away, flanked by his fellow Special Crimes Unit officers, Superman turned his attention to the officer with the helmet marked 'KENT', who removed it and grinned. "Superman, right?" said the devastatingly familiar man. "I'm Chris Kent, new transfer from Midway. Pleasure to be serving side-by-side with the one and only Man of Tomorrow."

"Chris—" Superman's eyes widened. It couldn't be. This man, whom he

was told he would never see again, was real, tangible in front of him. Superman's eyes went to work within pico-seconds to scan his bodily structure— human. One hundred percent human. How— how— "Kru?"

Chris leaned forward. "Excuse me? I don't know what you're saying. Crew? Crew what? You want me to join your crew? Is there an open space on the Justice League?" He leaned back, and laughed. "I'll catch you later, Superman. You can count on it."

Kru-El. Kal-El's half-brother. Former Hound of Zod. Former science experiment on Apokolips. Former Doomsday. Formerly taken away from this reality and transplanted to a prison world by Rip Hunter in the wake of a rampage that nearly left the Justice League dead. Kru-El. Here. Human. Or... not? A cosmic coincidence? His bodily structure would suggest... but... how?!

"Superman?" said Supergirl, her hand on his shoulder. "Kal? Are you alright?"

"I... I... " murmured Superman. He shook his head, and looked to Superboy and Supergirl. "It's nothing. We need to get Metallo locked down. Let's fly!"

Now:

Metallo's eyes opened. He was in a cage, his naked body held in some kind of stasis field. He couldn't activate his weapons, he couldn't open up his heart. Scientists looked down on him, in his hole, and made notes on clipboards. With great effort, he looked up at them, a malicious smile on his face.

"We can't remove his hearts without risking losing him completely."

"To be fair, Superman informed us that he's a self-professed robot, human brainwaves imprinted onto a computer mind. If we did remove his heart... it would be no big loss. And think of the applications of his body. The K-Generator we have our guys working on... Metallo has a miniaturised version in his chest cavity. Decades ahead of his time. Amazing."

"You're not wrong, but we have to think of the ethical implications." A scientist looked down at Metallo, and smiled. "But you hear that, Mr Corben? You're dead. Long dead. You're just deja vu in a metal skull. Isn't that depressing?"

"Sure," said Metallo. "I'll tell you now, mate. I'm going to remember your face."

The scientists laughed. "What? Remember it as we delete your higher programming and render you wholly inert?"

"No, when I come back for you." Metallo shimmered out of sight, leaving his bonds on the floor, and the scientists with terrified expressions on their faces.

"Where'd he go?!"

"Metallo has escaped! Already!"

Now:

Chris Kent sat in his apartment, and pulled off his vest. He basked in the dying glow of the setting sun, and then looked at the device that he had clamped around his wrist. "Physiology reconvergence field." He clicked a button and a shimmer fell over his body, and suddenly, if prying eyes were to look, he would have appeared Kryptonian. Another press of the button and he was 'human' again.

He looked at the transfer papers he'd forged, and he thought back to the trail of breadcrumbs he'd created since his return to Earth-One. He was impervious. Untouchable. He was Chris Kent. No one could tell the world otherwise. "Oh, brother," he whispered, falling back on his bed. "Welcome home."

Later:

Lois Lane knocked on Clark Kent's apartment door. In her hand was a plastic bag full of ingredients. She knocked gently once. "Smallville?" When he didn't reply, she knocked harder. "Clark, I know you're in there, your doorman—"

"Sorry, sorry." The door opened slowly, and Clark looked out at his partner. "H-hey, Lois."

Lois was red with anger. "You ran out a back door! I was waiting for you for an hour, and when I sent someone in looking for you, you were gone! I would have missed a big story out in the street if it wasn't for the fact that I came back looking for you later, but hey, that's not the point of contention! Come on, Smallville, we're partners!"

"Y-yeah, sorry Lois," stammered Clark, "I'm not over this bug I've had."

"You've had that for weeks now, Clark! You're a rugged ol' farmboy, where's your resilience?"

Clark considered this for a moment, and then shrugged. "Umm, back in Smallville?"

"Pssh," Lois stormed past Clark, and headed for the kitchen. She threw her plastic bag on the side and began to unpack. "I'm making you soup. I don't care what you say, I'm making you some soup. We've got stories to chase!" She was gesticulating with her hands now, making wild movements with her fingers. "How can I trust you to have my back if I can't trust you to be well? Where's your paprika?!"

"Top cupboard on your left—" said Clark, "Lois—"

"Don't you 'Lois' me!" replied Lane. "Now, go sit yourself down and find something to watch on TV. When I'm done I'm going to watch you eat and then I'm going to put you to bed myself. Comprende?"

"Uh, right, yeah," said Clark, as Lois pushed him down on his sofa and threw him the remote. "Thanks Lois."

"Don't thank me yet!" She said, "You've never had my cooking..."

Now:

"A job well done, Mr Corben," said his saviour, sitting in the darkness, monitoring the whole of Metropolis with a bay of cameras that surveyed

the entire city. "We pushed at the aliens, and they pushed back, just as we expected them to."

"Yeah," said Corben, pulling on a pair of trousers. "You get what you need?"

"Superman listens out for me, I know it," continued the man, "he listens out for the heartbeats of those he deems threats to society. Here, in this underground lab, deep below the city? I'm safe. Insulated, just as you are. Your fracas up above was the distraction I needed to gain entry. Obviously, I had to activate the pulsating camouflage field, but now it's up and running, Superman won't hear me coming, John. Superman won't know that **Lex Luthor** has returned, until he's lying dead at my feet." Lex Luthor pulled himself out of his chair, and smiled. "From here we shall coordinate the downfall of the Kryptonian menace. And in my spare time I shall tinker with another cancer cure I came up with in my sleep last night. But that doesn't matter, no, no, what matters is the plan. Phase One, entry, has been accomplished. Phase Two comes now. The time for overt movement is over, I won't ask you to reveal yourself again, John. No, the next move is covert, the next move will take us to Stryker's Island, and to the release of some new friends—!"

The End

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

Tales of the Green Lantern Corps Special: Facets (2005)

Tales of the Green Lantern Corps Special: Facets.

There are 3600 Green Lanterns in existence throughout the universe and there are the seconds, the people ready to take on the mantle of Green Lantern when their predecessor falls. Moving away from Sector 2814 with this one shot, we focus the spotlight on Jar Kell, Green Lantern of Sector 3598, who is having the worst day of his tenure in the Corps!

Batman #0 (2005)

Batman: Shadow of the Bat.

Meet Bruce Wayne. Business man. Playboy. All public masks... But the one beneath it all, the one, true mask... is cloaked in the shadow of the bat!

Meet Batman. Masked vigilante, master of the rarest disciplines of martial arts that grace this earth, mysterious protector of Gotham's streets.

Live his earliest years in this book!

In this issue, Bruce Wayne takes to the streets in the guise of Batman for a quiet night of patrol, and gets more than he bargained for...

Jim Gordon, Harvey Bullock and Sam Merkel investigate seemingly random, but seriously violent, attacks on computer programmers all hired by Enigma Corporation...

Batman #1 (2005)

Batman: The Smoking Gun, Part 1.

Something stirs beneath Metropolis and Batman comes a-calling for the first meeting of the worlds greatest heroes!

Batman #2 (2005)

Batman: World's Finest?

The Worlds Finest team unite to defeat the unstoppable monstrosity discovered last issue, and to defeat it, Batman must join forces with... Lex Luthor?

The Flash #0 (2005)

The Flash: Time Flies, Prelude.

Barry Allen was struck by a bolt of mysterious lightning, and then discovered he had the power of super speed! Follow this series to read the trials and tribulations of the Scarlet Speedster! See the Rogues gallery form and a mysterious villain put into motion a scheme that could destroy the history of the Flash!
Blood will run!

The Flash #1 (2005)

The Flash: Time Flies: Ice Cold Man...

Barry Allen is the happiest man alive! Oh sorry... Barry Allen is the fastest man alive! Everything 's falling into place for the scarlet speedster...

So obviously...

Something has to go wrong!

The Flash #2 (2005)

The Flash: Time Flies: Whispers.

It's Flash Day in Keystone city, and the entire city has come out to celebrate!

And what better time for a Rogue to pop up his head and try and kill them all?

Secrets will be revealed, new mysteries will be woven and one character is going to be changed forever in the latest part of Time Flies!

The Adventures of Superman #4 (2006)

The Adventures of Superman: Black Zero, Part 2: War on Solitude. Second in the biweekly crossover running through Adventures of Superman and Action Comics!

In the rebuilt Fortress of Solitude, Superman battles his greatest, most evil foe... It's not General Zod, Lex Luthor or Metallo and not even Braniac or Parasite... Who exactly?

Action Comics #2 (2006)

Action Comics: Black Zero, Part Three: Fearful Symmetry.

Third in a biweekly crossover running through Adventures of Superman and Action Comics!

Now that the threat has been revealed, and the Man of Steel has been removed from the picture, just what does the evil villain have in mind for Metropolis?

You won't believe the answer!
And is the man who defeated Superman just a pawn in a much greater game?

The Adventures of Superman #5 (2006)

The Adventures of Superman: Black Zero, Part 4: Men of Steel.
Fourth in a biweekly crossover running through *Adventures of Superman* and *Action Comics*!

Superman and Green Lantern Jar Kell reach Metropolis, but an evil lurks on the inside as well as on the outside, awaiting the two heroes and setting a deadly ambush.

Action Comics #3 (2006)

Action Comics: Black Zero, Part 5: Endgame.

The fifth and final chapter of the biweekly crossover running through *Adventures of Superman* and *Action Comics*!

Superman learns the true nature of his people in the conclusion of **BLACK ZERO!**

The Adventures of Superman #10 (2006)

The Adventures of Superman: Doomsday.

THIS IS THE FINAL ISSUE OF THE ADVENTURES OF SUPERMAN

Crisis: The Apokolips Imperative, Part 1!

This is it! The greatest crisis the world has ever faced is upon the heroes of the DC2, and nothing will be the same ever again!

The plans of the evil god Darkseid have come to fruition at last!

It's all-out war as Apokolips invades Planet Earth: heroes will rise-- and some will fall before it's done!--- and unlikely allies will be made! And not even Superman is safe when Darkseid sets his sites on the Man of Steel! You won't believe how this one ends!

Action Comics #4 (2006)

Action Comics: Must There be a Superman, Part One: Fragments and Facets.

Superman has left Metropolis? Lex Luthor targeted for death?

Metropolis invaded by aliens? The return of a threat from the past?

A revelation that will leave you reeling and... Joey from *Adventures of Superman #3*?

Action Comics #5 (2006)

Action Comics: Must There Be A Superman? Part 2 of 2: War Crimes and Amnesty (Or, the One with all the Action).

Tomar Re will make sure Lex Luthor stands trial for the murder of Jar Kell if it's the last thing he'll do! The only man standing in the way of his fury? A Superman wracked with insecurity, who must overcome his fear of the unknown once more to save his arch foe! Will he pull through to save the day?

Action Comics #6 (2006)

Action Comics: Full Circle and the End.

A forgotten hero, kidnapped in his hey day and trapped in an inescapable prison is released by a freak accident after the death of one of his wretched captors... How will this man react to a world not his own?

Batman #3 (2006)

Batman: A Riddle Wrapped In E. Nigma, Part 1 (of 2).

He's here! The Count of Conundrum! The Prince of Puzzle himself... The Riddler! Edward Nigma has arrived in The Batman's world, and Gotham City won't ever be the same again! Continued from the events of #0, Batman is about to have the worst night in his short career...

Detective Comics #9 (2006)

Detective Comics: Escapism.

Someone has arrived in Gotham, someone who's very existence could bring about the end of humankind as we know it. So when someone is sent from his home to pursue and drag him back to the fiery hell he escaped from... You can bet Batman will be on the scene!

Batman #8 (2006)

Batman: Half [A] Life.

Two villains make their DC2 debut in this issue, as one reflects on his life before villainy in Arkham, and another emerges from the shadows to destroy the city! Will Batman stand a chance against this deadly double threat of devilry? Not without a little help from the one man he wouldn't expect assistance from!

Batman #4 (2006)

Batman: A Riddle Wrapped in E. Nigma, Part 2: Clueless?

The conclusion to The Riddler story arc and also the conclusion of Charlie's run on the book! Expect some major twists and turns as Batman and Harvey Bullock race against time to rescue Gotham's elite computer programmers from being murdered by a mysterious villain known only as "The Question Mark Slasher"!

What's wrong with Edward Nigma? What happened all those years ago that changed Michael Hughes into a so called Crime Prince of Conundrum?

Batman #9 (2006)

Batman: Crooked Smiles.

There are rumors circling in Gotham that the Crown Prince of Crime has returned! Are the whispers true? Or is someone trying to scare the inhabitants of the city? Batman intends to find out...

Batman #10 (2006)

Batman: Apokolips History X.

Crisis: The Apokolips Imperative, Part 3!

The hordes of Apokolips continue to overrun the planet, and in Gotham City Batman protects the one man that Darkseid wants the most, the only man to ever escape from his clutches: Scott Free, Mister Miracle! As Jim Gordon and the GCPD form a desperate last line of defense, the Dark Knight makes his plans to get the son of the Highfather out of the city before its inevitable fall!

Detective Comics #10 (2006)

Detective Comics: Duel.

Crisis: The Apokolips Imperative, Part 12!

Battered and besieged, Gotham City is occupied by the forces of General Steppenwolf, as the rag-tag forces of the GCPD lead a guerrilla resistance and the Dark Knight Detective himself is stalked by Darkseid's own master assassin Kanto! It's a battle royale in the Batcave, the winner take Gotham!

Batman #11 (2006)

Batman: From the Pit, Part 1 (of 2).

As The Batman patrols the night, an old friend rolls into town, and an old foe escapes from Arkham Asylum and begins to wreak havoc in Gotham City!

Batman #12 (2006)

Batman: From the Pit, Finale.

The body count builds as Batman and his new ally fight through the night, and as the Dark Knight finds a survivor from Zsasz's killing spree, he hands the dying victim over to the one woman he thinks can save her, but then paints a target on her back! That woman? Leslie Thompkins!

Batman #13 (2006)

Batman: Too Many Santas Will Kill You.

Batman uncovers a deadly plot to kill one of the wealthiest businessmen in Gotham... Bruce Wayne! And on Christmas Eve of all nights, with a legion of assassins after him, all with murder on their minds, how will the Caped Crusader save the day?

The Flash #3 (2006)

The Flash: Time Flies: A Conversation with my Predecessor...

After the events of last issue, Barry Allen is confronted by Jay Garrick, who has many things to tell the new Speedster...

And not all of them good!

And behind the scenes, new Rogues are born!

The Question Quarterly #1 (2006)

The Question Quarterly: The Death of Vic Sage, Part 1.

Vic Sage is a unique entity in Hub City... A famous journalist who tells the truth in a city of lies and deceit, who becomes an enemy of every criminal in the city with his latest expose! So when corruption and evil crawl beneath the skin of the Hub, and only one man dares fight the never-ending battle for justice, when Vic Sage dies... Who is The Question?

The Question Quarterly #2 (2006)

The Question Quarterly: The Death of Vic Sage, Part 2.

Everything is falling apart in the Hub. Lives are ending, lies have been revealed and the truth... Is the one thing that keeps one man, our 'hero', going. But when the truth is at last revealed, and the

implications of that fully understood... The one sane man in Hub City might conform to the general taste in insanity...

The Question Quarterly #3 (2006)

The Question Quarterly: Desolation Row.

For our final issue we have a change of pace as things get dark and gritty in Arkham Asylum. Think you've seen Vic Sage at his lowest? You'd be wrong. Think this is the end? Only for now, as The Question faces a darker threat than he has ever before, as Arkham Asylum suffers a jailbreak at the hands of two dastardly DC2 villains who make their debut in this issue... So when the inmates run free... Where is The Question?

The Flash #7 (2006)

The Flash: Time Flies, Conclusion! Part One: Everyone, Run Fast!

Flashback! We return to the past, two months since Issue Three, and The Flash is facing one of his greatest challenges... The Rogues have formed before their time, a leader clad in yellow showing them the way to destroy Barry Allen's life... With a loved one lying paralyzed in bed, and his friends falling all around him, what hope has The Flash got?

The Flash #8 (2006)

The Flash: Time Flies, Finale.

Professor Zoom, The Reverse Flash, stands revealed to Barry Allen and Jay Garrick... Who is he? How is he? And why?

The Flash #9 (2006)

The Flash: Speed Demon.

A malevolent figure appears in Titans Tower, confronting Wally West AKA Kid Flash, and then vanishes, leaving the young speedster with a foreboding prophecy that comes true almost as suddenly as he appeared! With Kid Flash taken over by some mysterious entity, who you gonna' call?

The Flash #10 (2006)

The Flash: Flashes of Lightning.

Crisis: The Apokolips Imperative, Part 10!

The body count continues to rise!

The hellbores are falling and soon the earth will be remade in the

image of Apokolips! But not if the Flash can help it! It's a battle to the death as the despicable Desaad and Darkseid's own bastard son Gravyn plant the doomsday device called the Infernal Machine in Keystone City. Can the Flash outrace destiny--- or will the Black Racer be waiting for him at the finish line?

The Flash Annual #1 (2006)

The Flash Annual: Eulogies.

Jay Garrick, the Golden Age Flash, is dead, and two months later, with the world healing, it's time for his funeral. 'Nuff Said.

The Question #1 (2006)

The Question: The Devil's Fingers.

The Question #2 (2006)

The Question: See No Evil.

The Question is still heading for Las Vegas when he drives into the wrong city at the wrong time, where the citizens are gripped with terror as a new, horrific serial killer is murdering women left and right with no discernible pattern... Until the right pair of eyes gaze onto the problem...

The Question Annual #1 (2006)

The Question Annual: Fear and Loathing in Las Vegas.

The Question is in Las Vegas and a mystery has caught up with him from a friend of the past (is there any other kind?) and two heroes in his way.

The Question #3 (2006)

The Question: A Night In Their Arms.

The lights of Las Vegas welcome a lone traveler onto its streets. Yes, after so many months, The Question has arrived. Why is he here? What is so important to him? What is so important to the whole DC2? The conspiracy continues here.

Powers, Inc. #6 (2006)

Powers, Inc.: Life During Wartimes.

Steel wakes up a new man in the first part of this story, and in the second, Prysm discovers her true identity among the stars, and everything falls apart for her new life as her father is betrayed!

Action Comics #17 (2007)

Action Comics: The Linear Man Is Our Only Hope.

Action Comics #18 (2007)

Action Comics: Doomsdays, Part 1 (of 3): The Tide

Action Comics #13 (2007)

Action Comics: Convergence, Part 1 (of 2): The Thing That Should Not Be...

Something's coming to Smallville, leaving a trail of corpses in its wake! Clark Kent enjoys some down time from his responsibilities with a game of catch, while Lois Lane has to babysit a new reporter at the Daily Planet... But what has the DEO got to do with all this?

Action Comics #14 (2007)

Action Comics: Convergence, Part 2 (of 2): With Teeth!

Action Comics #19 (2007)

Action Comics: Doomsdays, Part 2 (of 3): Shadow On the Sun

Action Comics Annual #2 (2007)

Action Comics: Doomsdays, Part 3 (of 3): Burein Sukuracchi.

DC2 Special #2: World's Finest (2007)

DC2 Special: World's Finest.

Batman #14 (2007)

Batman: Instinct.

The topside of Gotham City has been rebuilt over the past year thanks to Wayne Enterprises and their charitable efforts, but the sewers are another problem entirely... So when sewage workers are vanishing into the darkness, who does Batman think is the number one suspect?

Batman #15 (2007)

Batman: Masks, Part 1 (of 4).

Bruce Wayne is having a good day. Too bad he hasn't been in the Cave since he got in last night with Vicki Vale. Because when he

gets down there and logs on, he's going to discover the terrible fate that has befallen James Gordon. And he isn't going to be happy. Not by a long shot.

The Flash #21 (2007)

The Flash: Ride the Lightning.

Lightning strikes once more in the Twin Cities, and you won't believe the consequences!

Batman #17 (2007)

Batman: Hizzoner, The Joker!

Green Lantern #8 (2007)

Green Lantern: Brave New World, Part 1.

A threat from the stars descends from the Heavens, searching for a battery to power the most devastating weapon known to all existence! Hal Jordan, Green Lantern, is all that stands between this villain and his target, and you won't believe the conclusion!

The Question #4 (2007)

The Question: Sneaking Mission.

The conspiracy deepens as a new player enters the game, and the puppet-master reveals himself to one of the cast! With more from the Agents of the DEO, and two buddies from another book making an appearance, you won't want to miss this as this arc continues!

The Question #5 (2007)

The Question: The Double-Edged Sword.

The con is on as The Question and his superfriends infiltrate "Hell" and search for what they're looking for. But as they delve deeper and deeper into Area 15... They realize that something is terribly terribly wrong in this government run complex!

The Question #6 (2007)

The Question: Knocking on Heaven's Door.

Blind, defenseless, lost in the bowels of hell and at the mercy of a master of torture. The Question meets Dr Moon... And witness the return of four characters you'd never thought you'd see again, spinning out of The Question Quarterly...

The Flash #20 (2007)

The Flash: Random Flashes.

In one day, a man's world can be turned upside down. Barry Allen is about to have one of those days. And you won't believe the consequences...

The Question #7 (2007)

The Question: Here With Me.

An Extra Sized Finale Issue!

You've seen The Question taken to his lowest by Steel Hand, you've seen him in Arkham Asylum, you've seen him on the road and you've seen him tortured at the hands of Dr. Moon. Travis Clevenger and Bill Nodell find their way to Area 15, only to be confronted by a very powerful someone who doesn't have The Question's best intentions in mind, and inside "Hell" itself... People are dying... But by whose order? And what familiar face makes his "welcome" return to the world of the DC2? All these questions answered and more... Including the most important one asked! What is it? Who asked it? And why?

Wonder Woman #23 (2008)

Wonder Woman: Day of Champions.

Wonder Woman battles a close friend, and then is given another task by Athena! With the balance of the world at stake, the Greek Gods aren't the only ones who have noticed, and another champion joins the battle against the greatest threat to humanity since... Forever!

Nightwing #26 (2008)

Nightwing: Boy Hostage.

Nightwing is in deep when a confrontation with an old foe goes awry, and he ends up more than six feet under inside a metal casket in New York harbor!

Action Comics #28 (2008)

Action Comics: Family is Like...

Superman returns home to find his cousin Kara confused and bewildered, and she's not the only one! Lois and Clark a couple?

Who is the NEW Clark Kent? Plus another family member finds Superman, and it's not a happy reunion!

Action Comics #29 (2008)

Action Comics: Sons & Daughters of Krypton.

After the shocking final moments of last issue, Superman faces the challenge of a lifetime, and a foe he never thought he'd meet in combat?

It's Father Vs Son across the world, as Jor-El battles his son for his subjugation of the Planet Earth...! You can probably guess Lex Luthor has had a hand in this!

Green Lantern Corps: Liberation #1 (2008)

Green Lantern Corps: Liberation: Invasion.

Our intrepid squad of heroes are on their way to Oa for the last stand against the Manhunters and their mysterious Grandmaster! Who is underneath the hood of the robotic killing machines master? What could possibly go wrong if the Green Lanterns go past Rann? What indeed...

Detective Comics #33 (2008)

Detective Comics: Trial by Fire, Prologue.

A new creative team and a new direction!

Dick Grayson has adopted the mantle of the Bat and has to face all the evil that comes with it! Seeds are sown for months to come as Batman is stalked by an unseen foe, battles against the citizens of Gotham itself, and is targeted by a familiar team! Meanwhile, Harvey Bullock and the GCPD are drawn into a horrendous murder mystery, one that shakes Bullock to his very core!

Also featuring a back-up feature written by Charlie Wilkins & Samantha Chapman!

Detective Comics #34 (2008)

Detective Comics: Trial by Fire, Part 1.

Lucius Fox returns to Wayne Manor and Dick Grayson makes a big decision about Gotham City! The Batman continues his nightly patrols, only to run into a little trouble, the kind offered by... The Suicide Squad!

Batman Vs the Suicide Squad! It begins here!

Detective Comics #35 (2008)

Detective Comics: Trial by Fire, Part 2 of 3.

The calm before the storm. The Suicide Squad nearly had him, he wasn't prepared, and if Bruce was something, he was always prepared. So with Dick fighting for his life beneath the cowl of the Bat, he needs to rethink his approach. He needs to draw up battle plans. But when push comes to shove, will he really be able to defeat the Suicide Squad, even with a little help from his friends?

Detective Comics #36 (2008)

Detective Comics: Trial by Fire, Part 3.

Batman, Batwoman, Blue Beetle and Robin vs. the Suicide Squad! As the Squad launch their attack during a Wayne Enterprises ball, nobody will come out on top! Be here for the extra-sized finale to this arc!

Wonder Woman #26 (2008)

Wonder Woman: The Dead-Beat.

In the aftermath of her battle in the Underworld, Wonder Woman returns home to recuperate, but meanwhile, across the world, danger rises and chaos looms...

Wonder Woman #22 (2008)

Wonder Woman: Day of the Dead.

Wonder Woman faces the challenge of a lifetime on the first of three days that will shape her world for the months to come! Featuring the return of two DC2 villains, Wonder Woman is tasked by her patron Gods to take down a threat powerful enough to destroy even them!

Wonder Woman #24 (2008)

Wonder Woman: All Hope...

Wonder Woman descends into the Underworld, and as the world above waits with baited breath... Down below... Something rises!

Wonder Woman #25 (2008)

Wonder Woman: Era.

One tiny event can change everything, and for Wonder Woman, former princess of the Amazons and current defender of the dead isle of Themyscira, currently situated where New York used to

thrive, that is a fact she knows too well. With the world in ruins due to something that happened in the world a century ago, during the modern age of superheroics, Wonder Woman is the last Amazon.

With a chance to change the world for the better... Will she take it?

Wonder Woman #27 (2008)

Wonder Woman: The Herald, Part One (of Two). Dreams haunt Wonder Woman that aren't hers, leading the Queen of the Amazons on a mission to save a lost soul, and battle a threat that she could never dream possible!

Wonder Woman #28 (2008)

Wonder Woman: The Herald, Part Two (of Two): Hands Bound. "She is coming!" he screams, and rightly so too, as Wonder Woman is hot on the heels of the someone, or something, that haunts the dreamscape of all of humanity.

Wonder Woman #29 (2008)

Wonder Woman: Twilight.

Twilight over Paradise Island. Beautiful dark blue skies streaked with orange and yellow, running together like an oil painting. The majority of the island slept. Doom's Doorway stood loomed on the outskirts of the city, the imposing mountain silent in the receding darkness of the coming morning, and the guards stood as vigilant as ever. None were expecting what would emerge from the twilight.

Wonder Woman #30 (2008)

Wonder Woman: Potential.

The Cheetah returns, and Wonder Woman must deal with the chaos rout! President Jeb Stewart visits Themyscira House, and so does the White King of Checkmate! That's right, Steve Trevor returns into Queen Diana's life, and the Gods take note!

Wonder Woman #31 (2008)

Wonder Woman: Dystopia, Part One (of Three).

Things start falling apart. Donna Troy is haunted by dreams of her past, Diana is confronted by a shocking new destiny, Mt. Olympus suffers a crisis of its own, and Steve Trevor is not left untouched

by the growing evil that spreads across the world. This is only the beginning...

Batman #34 (2009)

Batman: Don't Say a Word.

In this issue, Commissioner Gordon, Sergeant Bullock, Black Mask, Wildcat, Hush, Robin, Alfred Pennyworth and even Batman! The mysterious bandaged man known as Hush strikes in Gotham, but what is he up to? And why does he have his sights set on James Gordon! Robin gets some training from one of the elite fighters of the DC2, and Batman can't catch a break... all that, plus who is the stranger that stalks the Narrows?

Batman #35 (2009)

Batman: The Big Heat.

Black Mask returns to the streets of Gotham City with a whole lot of darkness in his heart and a massive wanting to inflict pain on every single living person that walk the streets. Batman and Robin come face-to-face with the Grey Ghost, and discover the murderous vigilante's true identity... a man with ties to Bruce Wayne's dark past! All this, and The Dark Knight rises as the scarlet hooded girl and the big bad white wolf with his ruby red lips stalk the Narrows and circle the mysterious man into what could be his demise! Intrigued? All this, inside!

Batman #37 (2009)

Batman: When The Man-Bat Flies..."

A murderous villain stalks the Narrows, emulating Jack the Ripper! Is history repeating itself once more? The Dark Knight intends to find out, in his own imitable way! And meanwhile, an old foe resurfaces on a murderous rampage that the Batman will struggle to stop-- and you won't believe the final scene!

Detective Comics #39 (2009)

Detective Comics: What Are You Afraid Of?

Arkham Asylum has been replaced by a bigger, better institution, spearheaded by Wayne Enterprises. During the prisoner transfer, an old enemy escapes-- but in twenty minutes, what can one mad man do? A lot, it seems, as secrets and horrors from Jonathan

Crane's past haunts Gotham City as a living embodiment of fear runs free!

Batman #39 (2009)

Batman: Surface Tension.

Jason Todd is Batman?! Dick Grayson is missing, presumed insane?! This issue, Black Mask makes a move against the city, prompting the new Batman and Robin team to launch an all out offense on the Gotham Underground, all the while Hush and Constantine Drakon make their presence known in Gotham City, and while two "old" players appear on the scene, promising many nights of mayhem for the city of Gotham!

Batman #40 (2009)

Batman: Confinement.

Dick Grayson fights for his life against the villainous Nicholas Lucian, the devilish madman who holds him captive, all the while edging closer and closer to the darkness that consumes the city he vowed to protect! Batman comes faces-to-face with his arch-foe, and it's not who you think! Batwoman joins the search for the missing Dick Grayson, racing against time, unsure if he's even alive!

Green Lantern #20 (2009)

Green Lantern: Secret of the Star Sapphire.

Hal Jordan, Green Lantern of Sector 2814 faces a threat from the past as the Star Sapphire of the Zamorans barrels down on Earth, to test the Oan representative of Earth! It all begins here, as a new era for Green Lantern begins!

Batman #41 (2009)

Batman: Until Death.

Meet The Flesh-Monger. Meet The Prince of Lies, and his loyal aide-de-campe Milo Vesuvius. Meet the Gun-Moll. Meet Boss Synth. Meet the new breed of villainy that Gotham City must accept as her own-- even if she doesn't want to. How will a Batman and Robin team survive if they can't trust one another? And will Dick Grayson survive the night?

Green Lantern #21 (2009)

Green Lantern: Infect, Part 1.

In the aftermath of last issue, Hal Jordan is pulled across the universe for a debriefing by the Guardians of the Universe-- and is briefed on the secret history of the Zamorans! All this, and Guy Gardner returns-- and he's not entirely himself...

Batman #42 (2009)

Batman: Fear of the Dark.

Beneath Gotham City, Batwoman, The Dark Knight, Robin and Batman are at the mercy of Brimstone and his cohorts Charaxes and Killer Croc! The torture of Dick Grayson comes to a head, Jason Todd and Barbara Gordon are exposed to a mind-altering substance that shifts their perceptions from sanity to madness, and all the while, a greater threat looms over Gotham City as the gangs move toward war!

Green Lantern #22 (2009)

Green Lantern: Infect, Part 2.

All-out-war over Coast City's skies as Hal Jordan battles Guy Gardner, with the safety of the entire universe at stake! Chloe Sullivan returns, as these two ring-wielders slug it out, and you won't believe the events that unfold!

Green Lantern #23 (2009)

Green Lantern: Infect, Part 3 (of 3).

One man heads to Oa, triumphant, whilst another finds himself trapped on Earth -- and the Green Lantern Corps shut down their home-base and issue a kill-on-sight order to ensure that they do not fall!

Wonder Woman #32 (2009)

Wonder Woman: Dystopia, Part Two (of Three).

The pieces fall into place as Themyscira is besieged by the entire world, Donna Troy steps up and Zenobia follows, Athena's plan begins to unfold and Ares takes the fight to Kronus on Paradise Island! Diana's fate is revealed and Steve Trevor and Apollo begin their own counterattack, and below, in the Underworld, Persephone raises an army of the dead, and begins their march to the world above!

Wonder Woman #34 (2009)

Wonder Woman: The Good Old Days.

In the future, the world is a different place, all thanks to one woman. In the past... Wonder Woman faces a blast from the past, a long forgotten secret from The Apokolips Imperative!

Batman #46 (2010)

Batman: The Way Things Will Be.

Bruce Wayne is back, so what does that mean for Gotham city? Jason Todd is about to find out.

Shazam! Special #1 (2010)

Shazam!: Sons of their Fathers.

Green Lantern #27 (2010)

Green Lantern, Love Lost, Part 2.

Hal Jordan takes his daughter and Chloe Sullivan to Rann, where the ringslinger teams up with Adam Strange to face some demons, and Chloe shares a heart-to-heart with Alanna. Meanwhile, people close to Hal Jordan are visited by a strange apparition, and not all of them make it out intact, and Guy Gardner pays a visit to Carol Ferris, who is still seeing visions of a dead man as plain as day!

Green Lantern #24 (2010)

Green Lantern: A Day Like Any Other.

Green Lantern 2814.2, Hank Henshaw, returns to Earth, and takes on all the duties of his partner, Hal Jordan, in the aftermath of Infect! But with Mongul prowling on the outer fringes of the solar system, and Coast City in his sights, how will one of the greatest, most talented Green Lanterns perform? The ultimate test for Hank Henshaw begins!

Green Lantern Annual #2 (2010)

Green Lantern Annual: The Rise and Fall of Sinestro.

Sinestro has been a presence since the earliest days of the DC2--infected with the LEGION virus, enraptured by Parallax, used and abused and made a pawn in a game he never wanted to play in. But what happens when Sinestro is freed from all the possessions and the mind control? What happens then? What happens when Sinestro roams the universe once more?

Green Lantern #25 (2010)

Green Lantern: Requiem.

Across the universe, chaos begins to unfurl. Mongul hurtles away from Earth, hoping to avoid the colossal rage that the Green Lantern Corps is aiming to unleash, Hal Jordan and Guy Gardner at the forefront of the tidal wave of emerald might that wants the yellow-skinned intergalactic terrorist's head! Meanwhile, just because the world is looking one way, doesn't mean that the rest of the galaxy stops ticking over-- something is looming on the horizon, and it means nothing but trouble for the Corps and beyond!

Green Lantern #26 (2010)

Green Lantern: Love Lost.

Guy Gardner inducts John Stewart into the Green Lantern Corps, whilst Hal Jordan receives a phone call from an old flame-- Carol Ferris is back on the scene, and is she seeing things, or is an old face really back? Will this spell trouble for the burgeoning relationship between Hal and Chloe Sullivan?

Green Lantern #28 (2011)

Green Lantern: Love Lost, Part Three (of Four).

One year later... and we're back. The story continues.

Green Lantern #29 (2011)

Green Lantern: Love Hurts, Part Four (of Four).

Heroes live, heroes die.



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