



World's Finest #1: Batman

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Batman #1
“Evensong, Part One”
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I'm Batman.

*At least that's what the papers call me. Usually that moniker is followed by: Friend or Foe? They don't know what to make of me. I'm nothing like that poster boy for superheroics out in Coast City, Armstrong— or Superman, as he's known in all his films. I shun the harsh glare of day, and the flash of cameras and fame. I have a job to do, a mission to accomplish. I inhabit the shadows. Darkness is my ally, and fear my greatest weapon. Some don't even believe I exist. They call me an urban legend, made up to frighten children off the streets, or to sell newspapers. But the evildoers know I am real. To them, I am **most** real...*

*There's a killer on the streets tonight. In the alley below me, a man lay eviscerated. The police are there, but I've already examined the crime scene. In the horror of the scene, none of them have yet detected the odor of raw sewage, or the trail of blood that ends at the manhole cover. But **he** will. Detective Jim Corrigan is there, and though the smell of whisky is on him, he still doesn't miss much.*

“What the hell could have done this?” One of the uniformed cops asks, his voice trembling. The man has already vomited a few feet away.

“Get a hold of yourself, officer.” Corrigan's voice is steady, if disdainful. He's been a cop in Gotham for twenty years. He's seen it all before.

“Do you think it's that Red Hood guy?”

The name commands a moment of hesitation. The Red Hood. He's been

terrorizing the streets of Gotham for weeks now, a vicious serial killer who preys almost exclusively on women and children. His third victim survived long enough to tell police about the red cloth mask he wore, the eyeslits cut out to reveal a glimpse of demonic bloodlust. He appeared in Gotham shortly after I did, and some have suggested he appeared because of me. An equal number to balance the scales. A yin to my yang. I don't know if this is necessarily untrue. Whatever the truth of it, I have made it a priority to find and capture the madman, to end his reign of terror at all costs.

But this is not his handiwork. Though the crime is equally motiveless, the Red Hood kills with a straight razor, his butchery precise and calculated. This murder was inelegant. Messy.

"Are you blind, Cooper?" Corrigan has come to the same conclusion. "This guy looks like he's had a shark gnawing on him. He's missing half his torso, and both his arms are broken. This ain't how the Hood operates. We've got someone new on our hands."

He's right, of course. Another one. Is this one my fault, too? I need to talk to Corrigan. I shift my weight, intentionally causing the firescape I'm crouched upon to squeak. There's a faint intake of breath, and I feel his eyes rake the shadows above where I wait.

"Clear the alley." He snaps to the other cops and forensic investigators. "Give me a moment, here. I need to reconstruct this."

His eccentricities legend in the GCPD, they obey without question. When it is just he and I, I drop lightly to the ground, allowing my cape to billow out around me: Corrigan is an ally, but I never want him to be comfortable around me, either. I don't want anyone to get too close.

"I thought that was you," He grunts, not coming any closer. "What do you make of this? Looks like we have another whack-job on our hands."

"Nothing human did this," The micro-vocoder in my mask distorts my voice to a low, rasping whisper. "This man was killed by an animal of some kind... And whatever it was crawled into the sewers afterward." I point to the manhole cover.

Corrigan lets loose with an explosive expletive, going to the manhole. He prises

it open, and peers below, his service revolver in one hand.

"It'll be long gone, detective." I tell him. "The Gotham sewer system is extensive; it could be anywhere in the city right about now. You'll have to put out an APB."

"What, and start a city-wide panic?" He snorts dismissively. "Commissioner Dent will have my head."

"I wouldn't advise going down there alone."

He turns back to me.

"You've seen what that thing can do. It's a mankiller." And I hold up what I found in the alley, just before the police arrived.

"What is that?"

"A scale. I found it on the victim's jacket. There are a few others scattered on the ground. I suggest you check it out."

Not waiting for an answer, I shoot a wrist-launched jumpline into the air, and pull myself up out of the alley, leaving behind only the sound of snapping leather. Corrigan will have his hands full dealing with this monster, and the trail of the Red Hood has gone cold for the night. And I have an appointment across town...

It had been years since the area of Gotham City known as Crime Alley had seen such a gathering of local glitterati and intelligentsia. Long the haven of street gangs, prostitutes and the desperate homeless, the inner city neighborhoods that had once been the fashionable Park Row had a reputation for poverty and lawlessness that drove away businesses and honest folk alike. But at the corner of Kane Street and Sprang Boulevard, the Jackson Reed Gallery was having its Grand Opening, and heralded what was hoped to be a renaissance of art and culture, and a showcase for the spirit and vitality of the good people who still struggled to take back the Alley.

For the first time in decades, limousines rolled down the streets, and ladies in high-heels were escorted by gentlemen in tuxedos into the old converted movie palace. It had once been a Rialto Theater, showing such classics as *The Maltese Falcon* and *The Mark of Zorro*. But it had been abandoned in the 1940s, standing derelict and dark since then. It had been purchased with grant money from the perpetually-ailing Crime Alley Rehabilitation Project, and renovated by its current owner into a highly-anticipated cultural mecca. Now the marquee boasted the name of Crime Alley's biggest cultural attraction. Jackson Reed was a neighborhood kid who had made good; after graduating from Gotham's own Hudson University, he had spent many years abroad, returning home with a reputation as one of the most original and innovative young artists in the world.

It always surprised people to learn he had been blind since birth.

Bruce Wayne yawned demonstratively as he looked the canvas up and down, a glass of champagne in one hand, his other on the curve of a lovely young lady's back. The strand of pearls that he had given her earlier that evening gleamed around her neck.

"I don't get it." He finally admitted. "It's like he just splattered it with paint and rubbed his hands around in it while it was still wet."

The lady gave Bruce a scornful glance, tossing back the length of soft amber hair that always fell in front of one eye, like Veronica Lake. "Really, Bruce! You've got to actually think about it, not just look at it." Vesper Fairchild's voice was low, throaty and smooth. Like a perfectly aged bourbon, she liked to think. "Notice the tight, disciplined lines in the center of the canvas; they almost form a pattern of colors and shapes. But the further you go from the middle, the broader the strokes, the darker the colors and the less distinct the shapes. It reminds me of that Edvard Munch painting... " A small crease appeared above her nose. "*The Screech*."

"*The Scream*." A polite voice corrected her. Bruce and Vesper turned to

see a young black man standing behind them, dressed rather more casually than they, in jeans and a black turtleneck sweater. His head was cocked, slightly, his eyes hidden behind dark glasses, and he carried an extendable sighting cane. There was the hint of a smile on his lips.

"Actually, I call this piece *Fray*." He told them. "It's about losing control, and I'm extremely gratified you picked up on that, Ms. Fairchild."

Obviously confronted with the artist, Vesper blushed slightly, and made an unconscious effort to arrange her hair... then remembered the man in front of her was supposed to be blind.

"Mr. Reed. I'm sorry, have we met before... ?"

Jackson Reed shook his head. He was handsome; clean-shaven, with neatly trimmed hair and flawless skin the color of polished mahogany. And there was no disguising an athlete's body beneath his tight sweater.

"No, but there's no mistaking that voice. I heard you sing a few nights ago at the Gilded Cage. You were wonderful."

"Thank you." Vesper didn't blush. She was used to compliments, but she was aware of a certain quickening of her pulse. "And this is—"

"Bruce Wayne." Reed finished for her, extending his hand to her amused-looking escort. "Everyone knows the son of Gotham's First Family. In fact, we were at school together. At Hudson."

"Of course. I remember." The lie was easy, if harmless. "Look, Reed, I confess, I don't understand any of this stuff at all, but I appreciate what you're trying to do out here. I'd like to make a donation on behalf of the Wayne Foundation."

"That's very kind, Mr. Wayne." Jackson Reed's head bobbed. "You can make the check payable to the Crime Alley Rehabilitation Project."

The artist moved away to greet others, and Vesper followed him with her eyes. "What a remarkable man... "

She hadn't realized that she had spoken aloud until she was answered.

"Yes. Yes he is." The speaker was a bespectacled man in a priest's collar, with graying hair and a salt-and-pepper mustache. He had been studying a nearby painting, when he had overheard Vesper. "Jackson Reed is a remarkable man, indeed. He's overcome so much, and never let his blindness be an obstacle to him."

"Do you know him well, Father...?" She asked.

"Jim. Jim Gordon." The priest smiled at them; Bruce smiled perfunctorily back and took out his checkbook, but Vesper listened with genuine interest. "I'm the parish priest at St. Bruno's, and I've known Jackson— and his family— for years. His brother Alfred was the original director of the Crime Alley Rehabilitation Project, and we worked closely together. Jackson's exhibition tonight is dedicated to him."

"Oh. Is here tonight, as well?"

"Alfred is dead, Ms. Fairchild." Father Jim told her solemnly. "He was gunned down not far from here, trying to break-up a mugging. It's been five years now, but his vision has been Jackson's guiding light. I don't think he'll ever stop trying to live up to his brother's example."

Vesper's hand fluttered involuntarily to her breast, and her eyes were bright.

"Yes. It's a tragedy." Bruce finished writing his check, and passed it to the priest. "I'm glad the Wayne Foundation could do its small part to help out. Would you give this to Mr. Reed for me? We really must be going now, Vesper. My parents will be waiting for us at the Opera... "

"An unqualified success!" Declared the outlandishly garbed man in a stentorian voice, holding court in the center of the gallery. His white and red robes would have fluttered about him, if two scantily-clad nubile young ladies weren't clinging adoringly to his arms. "A *tour de force* of startling originality and creative innovation. Reed deserves to stand on Olympus with us as one of Gotham's leading lights! Wouldn't you agree,

Arkham?"

Dr. Amadeus Arkham's long, thin face looked pinched, as if he had just tasted something sour. He glanced at the blustering man through the monocle he preferred to spectacles, and sniffed. "You are perhaps too fulsome in your praise, Zeus. There is potential and promise in the works displayed here, but it lacks the coherence and discipline of a well-ordered, mature mind."

Maxie Zeus, leader of a popular New Age cult that had taken Gotham by storm, looked surprised, and stroked his goatee thoughtfully; the girls on his arms glared at Arkham, who merely curled his lip and lowered his monocle.

"Nonsense, Arkham. You spend too much time in that nuthouse of yours! You think *everyone* is demented. You simply must get out more." Chortled Zeus.

The artist, who stood quietly, listening to the exchange, merely thanked them both for coming. Next to him, the somewhat scruffy-looking man in horn-rimmed glasses dismissed the exchange.

"You know, they're *both* crazy." Kirk Langstrom whispered to his old friend.

As Maxie Zeus promenaded around the gallery with his sycophants, continuing to declaim, Jackson Reed could only agree.

Outside the converted movie palace, Bruce Wayne and Vesper Fairchild left the lights and sounds of the gala behind them, and walked hurriedly towards the direction of the car. The night was cloudy and dark, and all of the street lamps seemed to be broken or burnt out.

"Couldn't they have held this exhibition in a better part of town," Bruce grumbled as he led his date across the road, looking for the side street where he had parked the car.

Vesper rolled her eyes. “Bruce, you really missed the whole point of this evening, didn’t you? And could you have acted more rudely? I was so embarrassed...” She hastened to catch up to him, but it was difficult walking on the cracked pavement in her high heels.

“Excuse *me*, I was bored,” Bruce shot back over his shoulder. He turned down an alley, hoping it was a short-cut to the street he was looking for, Vesper coming up quickly behind him, not wanting to be left alone.

The alley was dark, and obviously, a wrong turn. But neither of them could turn back. They stood— stunned!— confronted with a pair of glowing, reptilian eyes! It rooted them to the spot, like deer caught in headlights, a fierce and sudden fear welling within them.

The thing struck with lightning speed. Something slashed for Vesper, but Bruce recovered himself in time. He shoved her out of the way, but a clawed hand managed to swipe across her throat, catching only the string of pearls. The precious stones erupted in the air, like a cloud of milky bubbles, then fell to the ground, bouncing in all directions. Unhurt but terrified, Vesper screamed, stumbling back. It was then the moon decided to emerge from its cover of clouds, and shine down upon the horror in the alley. Denied one, the monster turned upon the other. A powerful, green-scaled arm slashed at Bruce Wayne, and a spray of blood erupted from his throat. Bruce’s hands went up to his throat to staunch the bleeding, and the monster moved in on him, catching him in a crushing bear-hug. Vesper Fairchild kept screaming and backing away. The last thing she saw before she turned and ran for her life was a mouth filled with teeth like knives clamping down on the head of the billionaire playboy...

My god, it’s my fault...

Bruce Wayne is dead, and it is my fault. The same monster that killed the man earlier this evening has struck again— and instead of choosing to go after it, I had to hurry back to the gallery for my grand opening..!

What had once been a night of hope and festivity has turned to horror and

despair. All the guests have poured out in to the street, and the police have sealed off the area. Poor Vesper Fairchild is sobbing hysterically in the arms of Father Jim. She saw it all, she said. A monster out of anyone's worst nightmare...

From where I stand now, I can hear Det. Corrigan questioning my guests. I can smell the iron tang of spilled blood on the air. Bruce Wayne is dead, and it's my fault.

I turn to my friend and confidante, my ally in this war I wage.

"I'll meet you back at the Belfry. This thing must be stopped."

I feel Langstrom leave my side, and I spare one more moment for Ms. Fairchild, listening carefully...

"... a crocodile that walked like a man, with claws on it's hands, and scale all over it's body! But its eyes were the worst...! Oh, father, I've never seen such cold, terrible eyes...!"

The Red Hood would have to wait. The Gallery would have to wait. The mission comes first. Alfred's crusade. My crusade.

My name is Jackson Reed. I'm the Batman. And I won't rest until I catch the thing that killed Bruce Wayne...

To Be Continued!

If you enjoyed this story, you can find more alternate universe tales of your favorite DC heroes at DC3 Multiverse.

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From the same author on Feedbooks

The Adventures of Superman #0 (2005)

The Adventures of Superman: Lost Sons of Krypton, Prelude:
Strange Visitors!

A strange visitor from another planet comes to Metropolis--- and Superman is all that stands in his way! It's a battle royale in the skies and streets of the City of Tomorrow as a mistake from Jor-El's past comes back to haunt his son. And intrepid reporter Lois Lane is onto the story of her career, but can the Man of Steel save her when she goes too far?

The Adventures of Superman #1 (2005)

The Adventures of Superman: Lost Sons of Krypton, Pt. 1: A War of Brothers!

Zod, the Destroyer of Krypton, has come to Earth, and with his Tigris and Hound, the bastard son of Jor-El, at his side, can even Superman stand against him? Meanwhile, Lois plays a deadly game to get to the bottom of the sinister machinations of Lex Luthor!

The Adventures of Superman #2 (2005)

The Adventures of Superman: Kingdom of Zod.

Superman leads a desperate assault on the Antarctic Kingdom of Zod. But even with the aid of an unexpected ally, can the Man of Steel overthrow the might of the Destroyer and his Doomsday Bomb?

Wonder Woman #0 (2005)

Wonder Woman: A Game of Gods and Men, Prelude.

Meet the Amazing Amazon as she hosts a summit of world leaders at Themyscira House--- but danger stalks the hallowed halls as a familiar foe lurks, thirsty for the blood of her enemy Wonder Woman! Meanwhile, on Paradise Island, former USAAF Colonel Steve Trevor becomes embroiled in the deadly affairs of gods and men--- and learns that sometimes they are one and the same!

Detective Comics #0 (2005)

Detective Comics: Lustmord, Prelude.

A wicked new serial killer with a bloody history stalks the night-time streets of Gotham, and no one is safe! Reeling from personal crises, the Dark Knight must confront hidden dangers from his own past and new enemies laying in wait for him... From Crime Alley to Arkham Asylum, Batman is tested by a diabolical mastermind!

Detective Comics #1 (2005)

Detective Comics: Lustmord: Shadows and Fog.

The mystery of the Gotham Ripper deepens as his murderous rampage continues. Batman haunts the streets and shadows, determined to bring the lunatic to justice, but in Arkham Asylum, plots are laid for the Dark Knight's demise!

Detective Comics #2 (2005)

Detective Comics: Lustmord: An Uncommon Fondness for Blood.

With Vicki Vale in the clutches of the Gotham Ripper, Batman must contend with a foe who has studied him for years--- and discovered his secret identity! This is the gruesome conclusion to the Lustmord storyline!

The Immortal Legend of Hawkman #0 (2005)

The Immortal Legend of Hawkman: Under Ancient Stars.

In the days of the pharaohs, in the land of the pyramids, is born a hero for all time! Defying the will of men and gods, Prince Khufu and his beloved Chay-Ara embark upon a destiny filled with triumph and tragedy, sacrifice and murder. With the wizard Nabu and the champion of Shazam who will one day be known as Black Adam at their side, they must use the power of the otherworldly Thanagarian Nth Metal and the gifts of the hawk-god Horus to defeat the villainous immortal tyrant known as Vandal Savage! Born in the fires of war, undying passion and treacherous betrayal, this is a definitive retelling of the ancient origin of the hero who will be known as--- Hawkman!

The Immortal Legend of Hawkman #2 (2005)

The Immortal Legend of Hawkman: Wings of Destiny, Part 2.

The two part origin arc of the Golden Age Hawkman concludes as Carter Hall takes up the mantle of the immortal hero and races against time to save Shiera Saunders from the clutches of the

villainous Dr. Anton Hastor! But first he must survive the attack of the undead Sons of Anubis, and defeat the man who is destined to slay him!

The Immortal Legend of Hawkman #1 (2005)

The Immortal Legend of Hawkman: Wings of Destiny, Part 1.
"Wings of Destiny, Pt. 1" First in a two part origin arc! It is 1938, and the world hovers on the brink of war... Troubled by dreams of past lives, museum curator and archaeologist Carter Hall receives a mysterious package from a lost colleague that sends him across the globe to Egypt, where he will be reunited with an immortal love and encounter an enemy that stalks him through the ages! A hero discovers his destiny as the Golden Age Hawkman is born!

Wonder Woman #1 (2005)

Wonder Woman: The Swords of the Amazons!
As Wonder Woman hunts the Cheetah, Doom's Doorway opens and Themyscira is besieged by the horrors of the underworld! Diana must contend with a deadly and secret mastermind determined to destroy her and all she holds dear!

Teen Titans #0 (2005)

Teen Titans: Friends and Heroes.
Reeling from recent harrowing events in Gotham, Dick Grayson struggles with the decision to hang up his cape and mask forever as he goes off to college in New York City. Joined by Roy Harper and Wally West, the trio have a fateful meeting with the girls who will forever change their lives! Guest starring Wonder Woman!

Wonder Woman #2 (2005)

Wonder Woman: The Rage of Angels.
As the Minotaur leads the Sons of Uranus against the walls of Themyscira and Wonder Woman does battle with Typhon, the Father of Monsters, a more devastating threat comes to Olympus... Nothing will be the same after this issue!

Teen Titans #1 (2005)

Teen Titans: Serpent's Tooth, Part 1 (of 2).
As the team comes together, Wally West is seduced by a mysterious girl with a dangerous secret. The Titans must infiltrate the

church of a fanatical ancient cult to rescue one of their own, but a fierce enemy awaits them: Enter Brother Blood!

Teen Titans #2 (2005)

Teen Titans: Serpent's Tooth, Part 2 (of 2).

The Titans have fallen to Mother Mayhem and a dark messiah is on the brink of awakening! Only Dick Grayson and his new ally, the mysterious and dangerous girl known as Raven, stand in the way of the resurrection of the dreaded... Brother Blood!

New Outsiders #0 (2005)

New Outsiders: What Happens in Vegas...

PLEASE NOTE: THIS IS A MATURE READERS TITLE.

A gritty and realistic look at vice, corruption and superheroing in Sin City! Meet the New Outsiders---Green Arrow, Black Canary, Huntress, Batgirl, Zatanna, and a driven District Attorney named Adrian Chase, the Vigilante!--- an unorthodox team of heroes banded together to stand against a sinister conspiracy and depraved foes!

New Outsiders #1 (2005)

New Outsiders: House Rules: Luck be a Lady.

PLEASE NOTE: THIS IS A MATURE READERS TITLE.

Things heat up in Vegas as the Vigilante and Huntress face off against each other, and Green Arrow and Black Canary enlist the aid of young college prodigy Barbara Gordon to break into L'Inferno and rescue an old friend from the clutches of the criminal organization, the House, and its cruel mistress, Roulette--- and only Zatanna stands in their way!

New Outsiders #2 (2005)

New Outsiders: House Rules: The Most Dangerous Game.

PLEASE NOTE: THIS IS A MATURE READERS TITLE.

With Black Lightning's life at stake and Green Arrow and Black Canary in the clutches of the House, Batgirl looks for some unlikely allies as she plays a dangerous game with Roulette in the conclusion of the New Outsiders origin arc!

JSA: Legends of the Golden Age #0 (2005)

Justice Society of America: Legends of the Golden Age: The Society, Prelude.

In the dark days before WWII, A Secret Society of Super Villains unleash a masterplan to seize the world in its iron grip of tyranny! But, in the gathering shadows of war, there is a glimmer of hope! The emerging mystery men of America--- Hawkman! the Flash! Hourman! the Atom! Starman! Dr. Fate! the Sandman! and the Amazing Amazon, Wonder Woman!--- rise up in a Justice Society to oppose the evil oppressors! But can even they withstand--- the Spear of Destiny!?!

All-Star Comics #1 (2006)

All-Star Comics: Captain Marvel, Part 1 (of 2).

At last! The history of the World's Mightiest Mortal in the DC2 is finally revealed! The ancient wizard Shazam recalls the career of his champion, even as foes from the past regroup to threaten the world once more. But will there be a Captain Marvel to stand against them?

Action Comics #7 (2006)

Action Comics: Hostile Takeover.

What is Genesis Corporation? Clark and Lois want to know--- and so does Lex Luthor! The Countdown to the Crisis heats up as some major players are revealed and a three-way brawl erupts in the skies over Metropolis!

Action Comics #8 (2006)

Action Comics: For All Mankind...

Crisis: The Apokolips Imperative, Part 9!

Darkseid has assembled nearly all of the components to complete the Anti-Life Equation. Now, Wonder Woman leads a daring mission to the very gates of Darkseid's palace to rescue the Man of Steel and bring hope to the war-torn planet Earth! Don't dare miss this pivotal chapter, as one man shows just what it means to be a hero! You won't believe the shocking ending!

Action Comics #9 (2006)

Action Comics: Return to Smallville, Part 1 (of 4).

In the wake of the crisis, the greatest tragedy of his life brings Clark Kent home to Smallville. But can you go home again? A new

era in the life of the Man of Steel begins here! New dangers await, an old romance is rekindled--- and you won't believe the shocking ending!

Action Comics #11 (2006)

Action Comics: Return to Smallville, Part 3 (of 4).

The mystery villain stands revealed and the truth about Connor finally comes out! Superman stands alone against friend and foe alike and the surprises keeps coming in this penultimate chapter of the new adventures of the Man of Steel!

Action Comics #10 (2006)

Action Comics: Return to Smallville, Part 2 (of 4).

Reeling from Lana Lang's recent revelation, Clark is forced to re-evaluate his future--- unaware that a secret enemy is lurking and waiting to destroy him! Meanwhile, Lois Lane shows up in Smallville on the trail of the biggest story of her career: the secret identity of Superman!

All-Star Comics #2 (2006)

All-Star Comics: Captain Marvel, Part 2 (of 2).

Billy Batson has no time to adjust to his new role as Captain Marvel as the Monster Society of Evil unleashes their attack upon Fawcett City! And not even the wizard Shazam is safe when the villains storm the Rock of Eternity and a new, deadly fiend is born!

Wonder Woman #8 (2006)

Wonder Woman: Hell Hath No Fury...

All-Star Comics #5 (2006)

All-Star Comics: Martian Manhunter.

Snatched across time and space by the machine of Dr. Erdel, J'onnn J'onzz is the Last Son of Mars, a dead planet wasted by a telepathic plague created by his own brother. On Earth, he is the Martian Manhunter, a crusader for justice in the years after the JSA retired and before the advent of Superman. Now, hoping to at last find his place on his adopted homeworld, he is John Jones, Private Investigator--- but his quiet retirement is at an end when a

beautiful dame walks into his office with legs to kill for and a fiery disposition...

Rogues Gallery #1 (2006)

Rogues Gallery: Catwoman: Hot Tin Roof.

A wave of cat burglaries sweeps through Gotham's elite society! But as the Crown Jewels of Bahdnesia come to the city, can the beautiful socialite Selina Kyle resist the lure? Sparks fly when Batman comes face to face for the first time with the deadly feline fatale, Catwoman!

DC2 Special #1: An Arkham Christmas Carol (2006)

DC2 Special: An Arkham Christmas Carol.

Wonder Woman #4 (2006)

Wonder Woman: The Eye of the Storm.

The true enemy is at last revealed, and the gods of Olympus discover there is a traitor among them! Meanwhile, the war on Paradise Island comes to a turning point as mysterious new arrivals appear--- but are they friends or foes? And in the end, Diana must set out upon a new quest to save everything she holds dear...

Wonder Woman #5 (2006)

Wonder Woman: The Quest for the Syrinx.

Nemesis is awake, and destined to bring about the end of the cosmos! Only the Syrinx, the Pipes of Pan, can stave off the inevitable fate of the universe, and now Diana, Hippolytus and Steve Trevor set off on a quest to the isle of the witch to find the legendary artifact. But will Circle prove Wonder Woman's most implacable foe yet?

As the traitor to Olympus makes his next move, the gods brace themselves for the final assault of the Furies!

Wonder Woman #3 (2006)

Wonder Woman: Horns of Doom.

Both Olympus and Paradise Island are reeling from the cataclysmic events of last issue, and the true enemy is at last revealed! Be here when Wonder Woman and the Minotaur face off at last under the walls of Themyscira!

Wonder Woman #6 (2006)

Wonder Woman: The Isle of the Witch.

The Quest for the Syrinx continues! As Wonder Woman confronts her old enemy, the witch Circe, the plots and machinations of all the players start to become known: friends are not who they seem and the true plans of the Olympian traitor are revealed as the Game of Gods and Mortals hurtles towards it's epic conclusion next issue!

Wonder Woman #7 (2006)

Wonder Woman: Down the Widening Gyre.

Wonder Woman must journey into the Underworld to retrieve the Mask of Hecate for Circe, as time is running out! Even the Gods of Olympus prepare to meet their end as Nemesis, She Whom None Can Escape finally rises to work her terrible will, and the final moves of the Game of Gods and Mortals are played out! The Olympian traitor is revealed--- and his masterplan at last is clear!--- in this penultimate chapter of the epic storyline that began in Issue 0!

Wonder Woman #9 (2006)

Wonder Woman: Armageddon Aria.

The war is over and Wonder Woman is faced with a host of new problems: what to do about the war-like Lost Amazons, who will rule Paradise Island--- and who wants her to get... married?!? And Godfrey's Glorious Crusades reaches fever pitch as a deadly new foe is unleashed upon Diana--- and leads directly into next month's crisis!

Wonder Woman #10 (2006)

Wonder Woman: Darkseid Is.

Crisis: The Apokolips Imperative, Part 13!

At long last, the Anti-Life Equation is within the grasp of the Lord of Apokolips! The world's greatest heroes come together for the first time--- to destroy each other! Don't miss the epic battle as Wonder Woman stands alone against a world turned against her!

JSA: Legends of the Golden Age #1 (2006)

JSA: Legends of the Golden Age: Attack of the Giant Nazi Robots!

It's mayhem at the 1939 Worlds Fair in New York, as Baron Blitzkrieg attacks the greatest gathering of scientific minds in the world, and the Secret Society of Super Villains continue their quest for the Three Holy Artifacts!

This is it! The birth of the JSA!

Teen Titans #10 (2006)

Teen Titans: Forever and Never, Amen!

Crisis: The Apokolips Imperative, Part 7!

The city of Metropolis teeters on the edge of an uneasy peace as the truce between Lex Luthor and Darkseid begins to break down. Who are the Forever People and what happens when they turn the city of refugees against the Titans? Bedlam ensues!

Justice League #0 (2006)

Justice League: Justice Falls.

Crisis: The Apokolips Imperative, concludes!

This is it! The final battle between Earth and Apokolips as the World's Greatest Heroes take the fight to Darkseid! Don't dare miss this issue--- one year in the making!--- and the senses-shattering conclusion to this epic storyline!

Justice League #1 (2006)

Justice League: A League of His Own, Part 1.

It's finally here! The World's Greatest Heroes have come together as one! But not everyone is happy about that... It's the grand opening of the Hall of Justice, and all of Metropolis has turned out to honor their saviors. But hatred and jealousy lurk in the heart of one man as he schemes to destroy the newly-formed League! And this time, the League has met its match!

Justice League #2 (2006)

Justice League: A League of His Own, Conclusion.

The most powerful members of the Justice League have fallen to Amazo. Now, only Batman stands against the villainous Professor Ivo and his killer android, with all the powers of the World's Greatest Heroes at his disposal...

World's Finest #1: Superman (2007)

Join us on Earth-X for the re-imagined Superman and his new adventures.

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

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

All-Star Comics Annual #1 (2007)

All-Star Comics Annual: Justice Society of America: The Time of Their Lives.

All-Star Comics #10 (2007)

All-Star Comics: Hawkman: Sins of the Father, Part 1 (of 4)

All-Star Comics #11 (2007)

All-Star Comics: Hawkman: Sins of the Father, Part 2 (of 4)

All-Star Comics #12 (2007)

All-Star Comics: Hawkman: Sins of the Father, Part 3 (of 4).

All-Star Comics #13 (2007)

All-Star Comics: Hawkman: Sins of the Father, Part 4 (of 4).

The Flash #23 (2008)

The Flash: Flash of Infinite Worlds!

When Barry Allen agreed to help his good friend Ray Palmer with an experiment, he never thought he'd find himself in another reality! The Cosmic Treadmill takes the Scarlet Speedster to a parallel Earth, and just may give him a glimpse at his own tragic destiny! Can even the Flash fight the future? Find out in this first ever DC2/DC3 crossover issue as we enter the Multiverse!

Adventure Comics #11 (2010)

Adventure Comics: Stranger New Visitor.

The long-awaited return of the DC2's original Superman book, by its original creative team! Springing from the pages of last month's "Action and Adventure" Annuals, the new era for the Man of Steel continues here, as Lois investigates the sinister Evil Factory, a strange figure in a familiar costume arrives and a threat from

beyond the stars strikes in the heart of Metropolis... A huge storyline for the Man of Tomorrow begins here!



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