



The Adventures of Superman #4
Charles Wilkins

Published: 2006

Categorie(s): Fiction, Fan Fiction

Tag(s): "Green Lantern" "Lois Lane" "Lex Luthor" Comics DC2 Superman

Adventures of Superman

Issue 4: "Black Zero, Part Two: War on Solitude"

Written by Charles Wilkins

Cover by Roy Flinchum

Finishes by Brandon Herren

Editor: Scott Kruger

"Battle not with monsters lest ye become a monster and if you gaze into the abyss the abyss gazes into you... " -
Friedrich Nietzsche, 1844-1900

Jar Kell awakens from a deep trance, and instantly vomits up the contents of his stomach, the acrid taste of bile scratching at his throat. He wipes his mouth with the sleeve of his jacket and stumbles forward into the light, and then looks around to see the two Guardians Ali Appa and Ganthet studying a green scan of his body.

"The influence has left his body, and there seem to be no traces left anywhere but in the isotope itself." Appa nods and looks over to his brother Guardian. "What is wrong, Ganthet?"

"We know what is happening, what is coming, yet are powerless to overcome it... "

Jar shakes his head, confused.

"What do you mean?" Appa places his small blue hand on the shoulder of Ganthet's red robes and looks into his eyes, trying to discern the problem. "Unless... You're choosing not to do anything to avert this crisis... "

Jar gasps slightly, and then looks down at the small green ring floating beside him and picks it up, places it on his finger, and tries to figure out his next move.

"We've lost an entire space station with the world's greatest stellar scientists onboard and yet you can find no information for me that tells us WHAT went wrong?" Lex Luthor slams his fists into the metal console,

cracking the keyboard keys. "Are you inept? Are you seriously telling me we have nothing?" He shakes his head, trying to contain his anger. "Must have had something to do with the Tenebrous... Must be... Get me information on that! NOW!"

The assembled scientists scatter as Luthor finishes, and Lex looks up at the television screens, thinking. He sees satellite photos of Superman trying to reach the platform as it reaches the sun, but then he hesitates, and it seems... Did Superman let the platform collide with the Sun? Did that alien let the people of that satellite burst into flame because of his hatred of Luthor?

Superman looks down at his shaking hands, trying to calm himself, trying to still the ache coursing over his soul, the ache of letting innocent people die. He clenches his fists, but it stops nothing. His jaw locks and he straightens his arm, shaking the intense cold of space as it moves over him. At last, he releases his rage with an inhuman scream capable of causing eardrums to explode, capable of making brains shake and bones to crack, all if heard on earth, but here, in the darkness of the void, in orbit around the sun, nothing happens, apart from releasing a little steam from inside Superman. He shakes his head, feels the last of the oxygen leaving his lungs, and shakes his head, then heads back to Earth, and back to Clark Kent.

Lois types away furiously at her keyboard, phone perched on her shoulder, talking to her source at LexCommand. She writes two articles at once, one about the Tenebrous, picking up facts about the doomed space flight, the crew and such, and another about the day's events. People rush around her, people going about their own pieces, but behind her, Jimmy Olsen backs up her story with archive pictures from the 70s flight, and satellite photos he... 'found'... on the internet. Lois smiles and watches as the red headed photojournalist hammers away at his work, then continues with her own.

"What else have you got for me?" She spoke into the phone.

"I'm emailing over all the information I gathered today." Came the voice on the other line. "But the escape shuttle that crashed in Hob's Bay...

There was nothing inside... There was just some weird gas that spread like wild fire before being sucked into the air control. Nothing toxic about it, and the others are analysing it now." He pauses for a moment. "I've been fired."

"What do you mean?"

"I have no idea what happened up there... And Luthor fired me. Pure and simple. After this is all done, I'm finished as the director of this project."

Lois sighs slightly, disappointed at losing a valuable contact. "Dwayne... Bad luck... "

He pauses and she can hear him put his hand to the receiver. She waits for a moment, and then he resumes the conversation, more frantically. "No. Shh... Never mention a name."

"Sorry... My mistake. But you'll try and give me as much information you can till you leave?"

"Sure... Sure... Oh hell... He's here... " The phone goes dead and Lois nods slowly.

"What has Luthor *done..?*" She taps her pen on her pad, and continues to write her story.

"Luthor!" Superman steps through the wall of guards protecting Lex Luthor, and they scramble to the ground, unable to stop the red, blue and yellow clad superhero. "What happened up there?"

Lex Luthor shakes his head, and rearranges his collar. "My team had salvaged the Tenebrous shuttle that was heading straight for Earth. We lost contact with them and they somehow plummeted to the centre of the Sun. I saw you attempt to rescue them as well, but surprisingly... " Lex leans in close, looking Superman straight in the eye. "You failed. Something I've never seen you do before. Is this a new trend for heroes? Big hype, no save? Should people call the fire brigade once more if their cats are trapped in Metropolis trees? Would you just drop them with a

feeble attempt at a rescue? Come on, Superman. What happened to YOU up there?" Lex smiles. "You failed, alien. I think you should just walk away right now with your cape flapping between your legs."

Superman motions forward, his anger and rage building once more.

"You think you're untouchable, don't you Lex? But one of these days, you'll make a mistake. You'll trip up. Unlike me, you... Are only human."

Lex shakes his head, smiling.

"That's where you are wrong. I'm Lex Luthor, and you are but an insect when compared to my greatness. I see through the façade you've built." He points his finger at Superman's chest, anger growing in his eyes. "This symbol brings hope to the needy. Support to those who cannot support themselves. This S... Is a symbol of lies. You aren't so super, Superman. When you finally grow bored of wasting your time with averting the deaths of people who will die anyway, you'll crawl back to your fortress, and mope around there for a while... But... Oh... Hasn't that been destroyed?" Lex smiles. "Shame. Your life seems to really suck right now, doesn't it?"

Superman smiles, and straightens his back.

"Keep trying to convince yourself that Lex. I'm always watching. Don't trip up."

Superman turns his back, and in a moment vanishes from the room, leaving Lex in the dark.

"One of these days Superman... I'm going to kill you." He laughs to himself, and walks into his private office, leaving the gathered scientists and security to wonder what had just happened.

Superman flies over Metropolis, shaking his head. What had made him say such things? What had just happened? His head hurts and his vision was getting blurry so he set down on the Daily Planet building, and perched beneath the globe, trying to relax.

"Lois! Lois!" Jimmy runs from the coffee machine, and waves his arms, trying to get Lois Lanes attention.

"What is it, Jimmy?"

"The sensors on the roof... Superman's up there!" Lois bursts out of her chair, and rushes past the night shift staff, until she's ran up five flights of stairs, and is on the roof of the Daily Planet building.

"Beautiful night, eh Superman?"

"Lois. You shouldn't really rush around like that... " he taps his ear and points to her chest, and she's clenches her fist, trying to get her breath back without being obvious.

"What... brings you... up here?" He smiles and sighs, looking up to the stars.

"You, actually... You were up there... in space... and you tried to save the platform... " She looks down at her notebook, and then back at Superman. "But you failed... Something I thought... You'd never do... "

She puts the notebook down by the stairwell door and smiles, walking over to Superman.

"Do you want to talk about it?"

Superman smiles and looks over to Lois. "I... " He smiles again and looks to the floor. "How's Clark?"

Lois shakes her head.

"Smallville... Eurgh... " Her body shakes, in a shiver of memory and discomfort. "We had a human conversation... Do you believe that? Him and me. Talking like real people. Not just me berating him for no reason at all." She smiles and laughs. "But sometimes I think he enjoys it? In a sick freaky way... "

Her laughter grows and Superman joins in.

"I doubt he enjoys it in the way you're suggesting." He looks at her, her body shaking from the cold. "Lois, you're cold..." he removes his cape and wraps it around her.

"Thanks Superman..." She looks around, and then turns to the hero next to her.

"Uh... Superman... haven't you got a shorter name than... Superman?"

"Oh. Call me Kal. That seems to work." He nods. "Kal. Yeah."

"Alright Kal. Do you want to talk about what happened?" She smiles. "Off the record. One friend to another?"

He laughs and smiles, trying to shake off the negative feeling rippling across his soul. "I don't know. I failed... I reached for the station... And was thrown back... I think I may have hesitated... But by the time I looked back up... All those people... They were gone. Dead. Burned to death in the Sun."

Lois shakes her head and looks up. "My dad... Sam Lane..."

"The general. Yes?"

"He always said to me... He always said... 'Go with your gut. Go with your first feeling.'... It's something that's stayed with me throughout my life, Y'know? As a journalist... I always go with my gut."

"I remember. First time I met you... you shouted..."

"It's *SUPERMAN!*" Lois laughs, smiling. "Yeah, I remember. Superman. I gave you that name, didn't I? It must mean we're pretty close." She smiles and puts her hand out over towards his. "I'm sorry about what you went through Kal. But that hesitation you felt. The feeling of being thrown back... Maybe it was something external that did it, never mind something internal, through you... Something on the ship?"

Superman's eyes light up slightly. "I... You may be right..." he places his

hand over hers and holds her slightly, being careful not to crush her fingers with a slight twinge of his hand.

"Thank you Lois." He looks up at the globe and nods. "Oh and for whatever reason Clark had to leave you... I bet it was an emergency... Just like right now!" He points over to a building opposite, and to a woman running towards the edge, ready to jump.

"Look after my cape!"

He runs forward, picking up speed, and then lifts off into the air, flying through the skies of Metropolis. He whisks the woman out of mid air, and flies back over to the Daily Planet, but before he reaches the roof top, the woman smiles and looks him in the eye.

"I have found you Kal-El, Last Son of Krypton." Superman looks at her, confusion covering his features.

"Who are you? What do you mean?"

She smiles and pushes her self out of his grip, but not before unwrapping a small bundle of the black meteor in her arms. Superman screams in agony as the rock's radiation seeps into his being. The woman plummets towards the street below, but Lois grabs her arm, and drags her up to the roof, knocking her out with a single punch across the jaw.

Superman spasms in mid air, trying to control his body but to no avail. He shakes his head, trying to dislodge the anger and pain that has gripped his soul, but feels his entire being weighed down by the agony of the meteor, with a wave of his hand he flies out of Metropolis, and to parts unknown.

"... Kal?"

Lois shakes his head and looks down at the woman on the floor, whose skin slowly seems to turn to black, and then without warning, vanishes in a gust of dark wind.

"What the hell?"

She shakes her head and looks around for any evidence of the altercation, but with Superman gone, and the woman vanished into thin air...

What had just happened?

"It is done." Ganthet shakes his head. "And with Abin Sur deceased, and his replacement yet to be found... Well..." he shakes his head. "Superman is lost to the cause of the just." [Editor's Note: Hal Jordan has yet to charge up his power ring, so is not yet on the radar of the Guardians of the Universe]

Jar Kell can't take it. He storms up to the man whom he answers to, and points his finger at him.

"Superman... I've heard of this hero from Abin... From Sinestro and from Kilowog!" he shakes his head, angered. "You're letting a man die for what... For a mistake you made years ago?"

Appa gasps slightly, surprised at their most trusted Lantern's outburst.

"This is why you are our Fist, Jar Kell. Fearless in front of powers and situations you could not HOPE to comprehend." Ganthet shakes his head. "We made a mistake, and we readily admit that. Sending Tomar Re, when he had just become a Lantern, to rescue an entire planet? Back then... After all that has happened in these past months... We thought we had done the right thing. But because of our foolishness... Krypton was lost, and a deadly entity was freed from imprisonment..."

"Deadly entity?" Jar shakes his head, confused. "What do you mean? Can you show me?"

Ganthet smiles solemnly, looking at the man who carries out his will.

"We are the Guardians of the Universe, Kell. The Book of Oa reveals all."

Jar feels his ring buzz, and then a stream of information explodes into his brain.

OPENING THE BOOK OF OA.

Data Banks Open: Reference point, file: 10.781.000.0200<

The planet of Krypton, in orbit around the sun known as Rao, was one of great promise. Their scientific breakthroughs came thick and fast, and soon they would be able to engineer craft to travel the stars, if it were not for a disorder imposed on their genetic codes hundreds of years earlier by the Science Council. The residents of Krypton lived in unknowing bliss of their forced residency of the planet, and strived to make breakthroughs in every field of science they could, utilising whatever they could to make strides in their industries.

>>>rewind<<<

Data Banks Open: Reference point, file: 10.773.235.100<

Before the Kryptonians became great pioneers in Science, there was a time of monsters and supposed myth, where strange mutated beings roamed savage wastelands on the planet. One such creature was the-

>>>end transmission. corrupted data.<<<

"What was that, Ganthet?" Jar cuts off the transmission feed, surprised by the sudden lack of information. "How can anything in the Book of Oa be corrupted?"

Ganthet looks over to his fellow Guardian and gives him a strange look. "Appa... "

"I shall inquire straight away." Appa floats out of the chamber, and Ganthet motions with his hand for the large doors to close, and they slam shut.

"Jar. You must head to Earth immediately. This substance... Is somehow connected to an entity that... Your predecessors dealt with millennia ago. Your ring is charged... "

"A millennia? Do you mean the Manh-"

Ganthet frowns slightly. "GO! I shall keep in contact with you through

your ring. Be careful."

Jar flies out of the chamber in a flash, speeding towards the space ways that will take him to Earth.

Superman contorts his body in agony, the strange meteor having terrible affects on his body and mind. The pain is all too familiar... Kryptonite. But this new form... Something he has never seen before, let alone experienced... what is this... 'Black' kryptonite? And what is it doing to his mind?

He heads into the higher atmosphere, trying to calm the raging storm consuming his soul. Where can he go? Where? Images flash through his minds eye... Krypton... The Phantom Zone... The Fortress...

Yes, the Fortress.

Superman clenches his fists, spits the black blood out of his mouth and heads to Antarctic, where the reformed Fortress of Solitude is hidden among the snowy plains.

"I sense someone approaching... " The man who creeps among the Fortress' relics and monuments looks up, shaking his head, near dropping a small crystal that once adorned the walls of the monitor womb of the Fortress. He feels himself channel the emotive energies of the crystalline cell, and then watches as Kal-El approaches.

"The rash boy. Surprised that he worked up the courage to return to this relic of a home... "

He shadowed man smiles to himself, wanders over to the centre of the fortress floor and sits down in a tall green throne, and scratches his brow.

"Now is more of a time to observe, and learn about these new circumstances, than to confront in such a fashion."

He presses a small button on his throne, and shimmers out of sight.

Superman lands roughly outside the large sphere that houses his Fortress. Weeks ago, the Fortress was scattered across the icy plains of the frozen tundra as the Phantom Zone collided with true reality, unleashing three of the worst criminals Krypton had ever known. Total decimation. Superman had recovered the bits and pieces and reintegrated them into his tesseract, and made it a grander place than before. He placed his shaking hands on the gold sphere, pressing in a secret code that only he, with his super strength, could push in. There was a bright light, and he fell inside, the Antarctic wastes behind him vanishing as the shiny metallic walls and floors of the Kryptonian Fortress of Solitude appeared in front of him.

Superman stumbles through the threshold and into the main chamber of the Fortress, his once home away from home now a dusty museum of lost worlds and alien cultures. There were still small ghost readings of rogue phantom zone energy that still lurked in the darkest areas of the fortress, small wraiths swooping in the metal walls, small tears opening up passages to other places... Superman stumbles forward, trying to reach a small chamber in the main hall of the Fortress, somewhere he can contain himself, but he suddenly pauses, coming to a stop in front of a large golden statue of the planet Krypton. He clenches his fist, feels a spasm of pain reach down his spine...

And then the real agony begins. His skin splits, something pushing its way out of his body. His bones seem to splinter off; his molecules are torn from their bodily threshing, and then wrenched from his body like a bolt of lightning. He spasms once more, falling to the floor with a wet thud as his body seems to double in size, and then reject itself, and then, once he lies still, blood seeping from his eyes and mouth, someone smiles above him, a malicious smile on his lips. Superman looks up, tears streaming down his eyes, blurring his vision.

"Z-Zod?"

The man throws Superman against the indestructible walls of the small room, and watches as the hero slides down, blood streaming from his body, his cells depleted of the solar energy that he had stored over the years to create... him.

He grabs Superman with an iron grip, and drags him off the shiny floor, then lifts him above his head, always smiling.

<Enough. >

Superman tries to get out of the grasp of the man, but his bloodied hands slip off the dark material of his costume, and his arms fall limply to his sides, strained breathing filling the air.

"You speak... Kryptonese... Who... Who are you?"

The man laughs, and as Superman's vision clears up, he gasps in surprise and terror.

"My God!"

<Yes. >

The man in front of Superman, clad in a darker version of his uniform, is his exact duplicate. His dark eyes glow with crackling red energy, and his skin seems to glow with a dark hue. He holds Superman with one hand, and with his other he draws back, his fist clenched.

<I am you. All your darkness, all your pent up rage and anger... Unleashed. >

He smiles, and punches Superman across the face, alien blood spraying across the wall.

Jar Kell hurtles through the interstellar slipstream that connects every sector with Oa. His ring buzzes with energy, Ganthet talking directly to him, the Guardians visage beaming up from the centre of his power ring.

"The meteor, something we had called 'Black Kryptonite' is a strange isotope, which affects the 'soul' of whoever is exposed to its rays."

Ganthet seems to look scared, something Jar hasn't seen since... Ever.

"The soul?" Jar shakes his head. "Isn't that something that... Was never

proven to exist?"

"The soul exists, Jar, just in different forms. And you... You have a green soul."

Ganthet smiles.

"I suppose that's a good thing then."

Ganthet turns serious once more.

"As you know from other sections of The Book of Oa, the radioactive fragments of Superman's home world have varying effects on him. Green for instance, causes intense pain and cell death. Red, though never proven, seems to change his demeanour and identity. There are rumoured others, of course, spotted and identified throughout the Sectors by other vigilant Lanterns. Gold for instance, with no discernable effects on humanoids, purple and blue, which crashed on Earth some seven years ago in the 'Amazon' jungle. But it has yet to be located, and once again, no discernable effects on the surrounding wildlife and plant life."

"Ok, so we don't know what this black kryptonite does because the Book has been corrupted... "

"I can tell you what happened Jar. But I must swear you to secrecy, as this information is privy only to my Brothers."

Jar nods to himself.

"On my oath, Master Ganthet."

Superman rolls his head, slowly drifting into darkness.

<That fleshling human Lane would make a good bearer of our child, do you not think, Superman? > He laughs. <Child bearing hips. I know your desires... And Kryptonian childbirth was so boring... This would be an interesting melding of our cultures, do you not think? >

The evil shade of Superman brings his fist down hard on Superman's

head, but Superman grabs it with his own arms, finding new pools of strength inside him.

"Never... Ever... talk about my friends like that." He throws his attacker back, colliding with another wall of the Fortress. "NEVER!"

The doppelganger smiles, and his laughter fills the ruined area of the chamber.

<Friend? FRIEND? You cannot have friends here, Superman. We... I am above them all. They are insects. You and I are more like Luthor than you would like to let on. >

"SHUT UP! I AM NOTHING LIKE LEX!"

Superman pummels his enemy through the walls of the fortress, until his double throws him into the menagerie, deep in the bowels of the fortress. Showers of purple wasps flood out of the shattered cages, and Shrieking Moths of Venus hit both of the Supermen with unheard of force. Superman tries to fight through the floods of insects, but his shade just cackles insanely, and burns through them with red eyes. The moths fizzle out of being with a pop, and red ash hits the floor silently.

<You always have to be nice. Always pent up your anger. Never again! I am unpent. I am released. I am fury and you are dead! >

He slams his fist across Superman's chest, shattering his ribs and sending him flying.

"I... Am an example to these people... Try to live my life the best I can... You know nothing!"

He uses his Arctic breath to stop his shade in his tracks, but he just smiles beneath layer upon layer of ice, and then allows his eyes to glow brighter. He throws himself in anger at his attacker, crashing through another set of walls, landing them in the armoury. Superman scrambles away, diving behind a small alcove, and grabs a small grenade device, activating it, then tossing it behind him. There's a loud whine and a purple explosion wracks the area, and as the smoke clears, a shaking Superman looks over his shoulder, surveying the damage. There's a

massive crater, and futuristic weaponry is wrecked among the rubble created by the explosion. He slides down his blockade and sighs slightly, only to be met by a straight punch to the face, his opposite super speeding out of the shadows.

<We are better! We are truly the last of our kind! I know what you think and feel when you deal with the criminals you apprehend. 'What if I tightened my grip? What if I forgot my own strength? What if I killed this insect and the rest of them, what then? '> He resumes his laughter, punching Clark through another wall, straight into the monitor womb of the fortress with a thud. <You've been raised as a human. And these thoughts you have are totally unkryptonian. You're pathetic. A dog that needs to be put down. > He rises up a bloodied fist and smiles. <But that would be too nice. Too sweet an ending. > He picks up a cluster of crystals scattered across the room, and punches Superman a few times to make sure he's more docile, then super speeds straight through the tesseract entrance, and through Earth's atmosphere.

"There was a time, back in the age of the Manhunter, before the time of Parallax and the great cataclysm, when the uncivilised worlds of the universe were protected by our emerald might... " Ganthet smiles, reminiscing about easier times. "There were planets that were wildernesses of strange creatures, and beings that one could call 'Gods'... But these were false gods, higher beings with powers that made them seem to be what they were not."

Ganthet takes a breath, thinking about his next words.

"One such planet was Krypton. Strange beings, powered by the red rays of its main sun, Rao, roamed the land, and the pre-evolved inhabitants lived in mortal terror. Fear was something that attracted the Manhunters, and for a year, they battled the creatures until there was only one such being alive. This being had existed on the world since the red sun had ignited, and so its power was unable to be quashed by the emerald might of the Manhunters. This creature... In The Book of Oa it was named the Black Zero. A true blight on the land. The first Kryptonian evil."

Jar looks down at the construct popping out of his small ring and scratches his head.

"How do you know this, Ganthet? If the Book is corrupted?"

"Because I wrote the passage. All those years'... centuries... Millennia ago."

"Why is it corrupted though?"

"With the spread of LEGION, many things have compromised... " Ganthet frowned.

"Ah... " He knows how LEGION has affected the Corps, personally, and throughout the structure of its entirety.

"The Black Zero was bound to the planet like a parasite, and it became one with the land, dormant, always under the watchful eye of first The Manhunters, then the Corps. With Krypton's end, we had assumed the blight had dispersed, but now Appa has suggested that The Black Zero has become a part of Krypton's radioactive heritage to Superman... And that now there is a living meteor heading for Earth, gunning for Superman himself."

"Hells!"

Jar is flung back by something travelling faster than his eye could comprehend. He turns around in the slipstream, only to see the tail end of a red and blue flash vanish from view.

"What was that?"

"Continue onward to Earth. Time is of the essence!"

The dark shade of Superman holds his good self by the neck, dragging him through one of the Green Lantern Corps wormholes. He talks directly into Superman's mind, their shared being somehow acting as a link to their heads.

<A Green Lantern, heading to Earth... Probably there to screw someone up like they did the true master.> He shakes his head. <Too late. We are

here now. > He flings Superman onto a small rock, and laughs as his dazed good self tries to get up. <I would not try. You are staying there for the foreseeable future.> The evil shade of Superman vanishes in a flash of light, moving faster than he had ever travelled...

Somehow breaking all the self imposed restrictions he had set for himself. Superman stumbles up, tries to fly away, but cannot... He falls into the dusty rock and coughs as the meteor turns to face the sun. Red light floods Superman, and he grimaces as the small planetoid orbits a Red Sun. He's trapped. Powerless. Alone. And by the looks of things... Heading straight for the centre of a Sun!

Jar Kell sits on a green cushion orbiting Earth. He points his ring directly down, and scans the entire planet, finding only the faintest of Kryptonian life on the planet. In the Antarctic there is some kind of shade, hidden from view by everyone and everything, apart from the watchful gaze of a Green Lantern.

He sighs slightly, and whilst his ring searches for the Black Kryptonite, he feels himself drawn towards the Sun. He layers on the protective shielding and views the massive ball of fire in a different spectrum of light. He sees the light of the sun vanish and watches as a small black rock, about the size of a house, rotates in the centre of the gigantic sphere of oil. It glistens in the light of the fire, but doesn't melt, evaporate, it just spins, and... Jar focuses his goggles as something hits the centre of the Sun. He watches as the... It looks like a man... As the man enters the black meteor, and it glows and speeds up until it vanishes... And the man is glowing with the light of a dead planet.

Jar shudders to think what kind of man this could be, and prepares a back up transmission to Ganthet informing him of everything that had just transpired. He clenches his fist and the message is away, beaming directly to the Central Power Battery. The man in the Sun seems to turn in the direction of Jar... And then he's gone, moving so fast Kell's ring can't track.

"Holy Hells! Where is that guy... ?"

Jar turns around, the protective shell slowly sliding off him as he moves

away from the Sun, and is hit with the power of six hundred exploding hydrogen bombs. His body is flung at the moon, and he collides with a silent explosion, leaving a crater that will leave astronomers baffled for years to come. Jar tries to get up but is grabbed by armoured fists, and he looks up to see a man clad in the blackest of suits, a glistening armour that covers his entire body. The ring on Jars hand shoots off beams of green energy, forcing the man away from him, and then he builds his own armour, taking aspects from his own home world, and other assorted species, until he's clad in a magnificent suit of green energy armour, ready to fight back. His ring translates his words across the void of space, and the man pauses as Jar speaks.

"I am a representative of the Green Lantern Corps of Oa. I mean no harm, and have to demand that you stand down."

<Lapdog. OAN LAPDOG! > The man speaks in a strange tongue, barely translated by the ring, but the words are familiar, spoken by near every intergalactic criminal Jar had every apprehended. The man smashes through Jars willpower, and then draws a glistening fist up in the air. <No... I know a worse fate for you, scum. I have touched you before, I sense it, not too long ago... >

"Agan-" Jar tries to utter words that he hasn't spoken for months, but is cut off.

<No. Not that imp. Barely days... Hours... I shall bless you with my touch, my self again. >

He places a black hand on Jars blue forehead, and energy spills from his palm, engulfing Jars body. Then as soon as it had begun, the attack is over, and Jar floats lifelessly in space, his body broken and bloody.

<Scum.>

The armoured man, the dark shade of Superman, looks down at his prey, and then at Earth and smiles. He heads back to the Fortress, to his legacy, and leaves the brave Lantern floating in space.

To Be Continued in Action Comics #2!

If you enjoyed this story, you can find more tales of your favorite DC heroes at DC2 Universe.

All characters are (c) DC Comics and no infringement upon their copyrights is intended. Support DC Comics by buying their monthly comics and graphic novels.

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!

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.

Action Comics #47 (2010)
Action Comics: Heart Of Kryptonite, Soul On Fire.

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.



www.feedbooks.com
Food for the mind