



Action Comics #3
Charles Wilkins

Published: 2006

Categorie(s): Fiction, Fan Fiction

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

Action Comics
Issue #3: "Black Zero, Part 5: Endgame"
Written by Charles Wilkins
Cover by Brandon Herren and Ramon Villalobos
Edited by David Charlton

"Life and death are one thread, the same line viewed from different sides." - Lao Tzu

Jar Kell, Green Lantern answerable only to Ganthet, Guardian of the Universe, stands beside a man whose evil nature creeps over him like maggots over rotting meat. He can smell the malevolence that the man exudes, the threat that this man could bring a kind of evil to the world unlike anything that human beings have ever suffered.

Lex Luthor.

The man who saved his life.

He shakes his fist, angered that he allowed himself to be absorbed into the fetid flesh of the creature that stands against him now, he shakes his fist because he's indebted to the man beside him, and he shakes his fist because he feels he must end that very man's life...

Superman is high above the city of Metropolis, afloat in the ethereal realm of the Phantom Zone where an evil duplicate of him sent the entire population of the large municipality. He faces an ancient evil that has lurked in the recesses of Krypton's memory since the dawn of time. He faces the Black Zero, the first evil, and if he cannot stop the creature from destroying his home city, the monstrosity will slide into true reality, to the planet of Earth, and decimate that planet to feed its insatiable hunger for the life forces of living beings...

If Superman cannot stop it... The Phantom Zone will be unleashed, and all the horrors of Krypton's past shall be unleashed...

Lois Lane shakes her head, and looks over to Perry, whose face seems tired and worn. This is unlike anything she'd ever seen of the man, the editor who pushed her to the truth, pushed her so she would get her story, so she would never let a trail go cold...

He looks over to her, a weak smile on his lips, trying to reassure, to calm... But she saw the weakness behind his armour...

She smiled back and they hurried back to the Daily Planet, people flooding the streets of Metropolis trying to see what Superman was doing. Lois knows better, and desperately needs to get back to her computer, to type the story that could get her a Pulitzer...

John Henry Irons checks on every member of the Metropolis Major Crimes Unit, and watches as Maggie Sawyer awakens from her black out. He nods to her and she gives him a suspicious stare, but then begins to check on her men, making sure her second in command, Dan Turpin, is alright, then moving on to each of her officers, until everyone is up, and she meets back up with Irons.

"I suppose I should thank you."

"Don't have to. Didn't do anything to earn your thanks." He nods to himself, and then stretches the servos in his arm, checking that they are fully functioning. "If you'd let me, I'd like to help your squad. I have designs and prototypes at my home that I would gladly donate to the MCU. Heavy machinery, more efficient and more powerful than the government sponsored stuff you have now."

Maggie looks down at her gloved hand and then back at the man in the sleek silver armour adorning his body. "I don't know, Irons... " Before she can continue a massive rumble wracks the city, and the buildings rattle and buckle. "What the hell!? What now?"

A massive explosion rips the harbour front apart, and debris flies everywhere, but the MCU are untouched, until they see what caused the devastation.

"Holy crap." John raises his hammer, and stumbles back, as do the entire Major Crimes Unit. "What the hell are those?"

Superman stares at his opponent, the monstrosity known only as the Black Zero. The thousands of eyes that cover its main body stare back, and they battle with their gaze, neither throwing a punch, but a battle of wills, of inner strength.

"You will not touch these people."

"You could not stop me, son of Jor - El."

Superman cracks his neck, and rolls his shoulders. "You're just a sentient being with a God complex. You don't scare me, and you couldn't stop me stopping you... "

An eerie laugh floats across the city, and the creature continues to shrink until it's the size of Superman, and in a shape that resembles him. "What's this then?"

"This is your father, Kal - El." The man smiles, and Clark recognises his biological parent that now floats in front of him.

"Is this supposed to shake me? 'Oh no, not a distorted vision of my father... '" he punches the man straight in the jaw, but it doesn't faze him, and Superman is sent flying back, his hand broken, seventy five pieces of bone floating in his hand.

He doesn't grimace, he doesn't moan, he looks at the man, and smiles. "My size, your mass. Interesting." Superman smiles again, thinking about what to do next, when he's struck by a strange feeling. Dread... But not emanating from this weird creature. Something is happening that concerns him, something that is connected to him down in Metropolis... But

he can't leave this battlefield for a new one, not yet...

"I will feed on your city, a small appetiser for the feast that shall be your universe!"

Superman looks down at his city, then looks back up. "I don't think so."

"What?" The Black Zero seems to stutter at the impudence of Superman's comment, and he begins to vibrate and glow until a massive purple light fills the sky, and Superman vanishes in the terrible glory of the power.

Superman is gone.

John Henry Irons finds himself repeating the same phrase again and again and again.

Bad Day. Bad Day. Bad Day.

The city is eerily quiet; the only sound being heard that of weapon-fire and the sound of battle. John swings his hammer at hulking monstrosities clad in black and silver, gaunt white faces smiling, scowling, all kinds of strangeness flying across their features. They come in all shapes and sizes, big, small, but all of them, monsters... He swings his hammer, connecting hard with the creature, sees the silver shield across their chests and hesitates... Why are they dressed in some perverted version of Superman's costume? What are these bizarre creatures?

He feels his armour begin to heat up and slams his hammer onto one of the creatures whose eyes were glowing. They don't talk as such, but make grunting noises, and when they all grunt at the same time, it echoes around the streets, a haunting sound that reaches throughout the streets... John clicks a button on his gauntlet and the cooling system pumps coolant through the armour, and he presses his attack, dust flying everywhere as his hammer cracks through the skin of these imperfect duplicates of the Man of Steel.

"You were lucky I could reach you. My armour wasn't able to pop through the bubble but when Superman broke it open... Much easier." He seems to be gloating, but Jar can't tell. He doesn't like it. "Who are you, may I ask?"

"I am Kell of the Green Lantern Corps." Jar looks down on the bald man in his green armour. "You wear the colour of will power. Of good... Yet all I see is yellow."

Lex frowns slightly, confused. "I don't understand you. Heh... Are you high?"

"I am not 'high', Alexander Luthor. I am perfectly fine. But we must aid Superman in his battle... "

Lex grimaces at the words, and then looks over to where Superman floats, but then turns away as an explosion of purple light fills the sky, and doesn't fade or relent.

"I think it might be too late for that, Kell! I imagine we should get out of here!"

Jar turns to the human and shakes his head, and with a thought, propels the man into the city limits. He turns and looks at the purple light, and attempts to analyse it with his ring, but he can't get a reading, the purple energy overpowering his will power.

"Eurgh... Not yellow... Death. The colour of death... "

He turns and retreats into the city of Metropolis, and when he lands he creates a new bubble, this time one of his own will power, to escape the unbearable stench of evil that lingers in his nostrils.

Lex Luthor smiles as he appears back in Metropolis, but then the colour fades from his face as he sees where he has landed.

"Holy... " He is hit by a Bizarro, a being of his own creation, and is flung

into the green barrier, causing him to lose his breath. "How the hell did you get loose?"

He raises his gauntlet, and lets loose with a green ray of Kryptonite energy, deadly to Kryptonians and fake Kryptonians like this, and the being's atoms are instantly scattered to the still Metropolis winds.

Lex smiles and turns to look around, only to be engulfed by more of the creatures than expected... Basically... More than one. He feels his armour buckle as blow after blow is landed on him, but before he can be damaged anymore, he activates his visor, and his armour explodes with power, taking out the creatures on top of him... He smiles wider beneath his helmet, and then turns to look at the Green Lantern who just appeared behind him.

"What took you so damn long, Kell?"

"I was busy, Luthor, as it seems you have been." He raises his ring, and shoots Lex Luthor through the chest with a beam of green light.

Steel swings his hammer into another of the creature's chest, and finds himself flung head first into a building, another one of the grey beings using his own weapon against him.

"Mother o-"

He hits the abandoned warehouse with an almighty crash, a half dozen of the creatures leaping into the dusty rubble with him. He smashes them away with his gauntlets, his hammer lost in the rubble. He tries to scramble away, a hand reaching out for the weapon just out of reach... He head butts another, and the creature's nose crumbles off, leaving a disgusting void in its face, and then he follows through with another punch, an uppercut that sends the creature flying into his brethren.

"You stupid freaks! You are not killing me! I have too much to live for!" He leaps up and tackles another into a wall, and then he smashes down with fists that can break through concrete, till nothing is left of the creature but scattered limbs and grey matter being blown away by the

power of the blows. "Kill you!" He spins around, fixed in his rage, and is punched squarely in the faceplate, sending him flying back out of the warehouse and next to the waters edge, away from Sawyer and her squad.

{System failure.

"What?! NOT NOW!" He tries to move but the servos work against him, holding him to the floor, pinning him to the waterfront and to his certain death, as more and more of the creatures creep towards him.

{System reboot.

"Too slow... " John Henry stares upward as a creature holding his own indestructible hammer raises it above his head with deadly intent, and when he's about to slam it down-

Lex Luthor gasps for breath. He had just suffered something that was more painful than anything he had ever experienced, like a hundred acid tipped daggers to the chest but- But his secondary armour shielding held. Something protected him, and as he looked down at the small hole in his breastplate, he can see a glint of something across his containment suit. Yellow weave. He had been saved by a yellow weave in his uniform. Fantastic.

His suit buzzes with activity, and a small screen comes up inside his helmet. Readings from the energy that passed through him, vibrational frequency, composition... But even then, it was strange... Readings missing, something more to the power than science... Magic? Hints of magic? Strange.

Lex adjusts his gauntlet, changes the power to the main power beam and activates his boosters, speeds to his home and grabs a canister of something he created for a bit of fun, then follows the energy trail left by his attacker. This guy is going down!

Steel is amazed to see the creature about to murder him be catapulted up into the air with such force that he reaches the green barrier and is absorbed, his body being crushed with green power. His armour buzzes back online and he grabs the falling hammer with precision, then looks up to see his saviour, a man with white hair and a strange uniform resembling something familiar... Green Lantern, a name that clings to his memory... A tale told by his father, before his death... He grimaces, but knows this man is good.

"You're Green Lantern, right?" He readies himself, a dozen or so Bizarro's circling round the duo.

"I'm a Green Lantern. Plural. You are... ?" Jar raises his ring, and waits for the Bizarro creatures to make a move.

"John Henry. But I'm thinking of coming up with a superhero dress up name like you have. Steel. The Steel Man. Black Steel. Something like that... "

"Steel is a good one, but I do not understand this 'Black Steel' idea you have... "

"If it's good enough for Black Lightning... GE'DOWN!" He spins around and smashes a Bizarro in the face, and the two are once more engulfed by the creatures. "I'm getting mighty sick of all this!" Steel swings his hammer once more, and catches two of the beings in the chest, cracking them in two.

"I'm getting mighty sick of this city! First time I've really had a chance to visit your sector and this is what I get? Beaten up, left for dead and absorbed by an ancient God! Not what I call fun... "

"Dude, you've got more problems than I have... And I've had to deal with a Luthor... "

Jar turns at these words. "I dealt with a Luthor." He shrugs his shoulders. "Past tense."

John Henry pauses at the words, mouthing the word 'Dead?' to himself

and then resuming his battle, only to look up when something triggers his external radar.

"Hell, what is that?" He looks up in the sky and sees a flash of green and purple, and then a massive explosion echoes throughout the harbour, Jar Kell vanishing in an explosion of Bizarro matter and debris. Steel swears to himself and continues fighting.

"Thought you could kill me, eh?" Lex Luthor smashes Jar into the sewer system, a sharp fist digging into Jar's neck. "I'm Lex Luthor! I'm a GOD!"

He brings down his fist into the Lantern's face, bloody spraying everywhere. Jar tries to lift his hand up but Lex smashes another fist down. "Can't form a coherent thought? Still gonna' moan about how I exude a colour? Well I've got your number now, alien... " A blade slides out of his gauntlet and Lex slices down, removing Jar's ring bearing hand with another splatter of blood. "That piece of jewellery is mine now, freak. First punch I landed, I injected you with gold nitrate, straight to your neck, straight to your brain. You couldn't say a word if your life depended on it."

Jar puts up his bloody stump and his torn up hand, and smiles slightly.

"W-Will power is all I have ever had... Human... But now I see your problem... You... You're a fascist... Not wa-wanting your will to be overturned by new ideals... " Jar smiles and spits out more blood from his lips. "You hate change, but change is coming now... I see... Something dark coming your way. The Omega and the Alpha... "

Lex raises his hand, smiling.

"You'll deal with the devil to get your way... "

"You're insane. I'm doing you a favour." He hesitates, his hand quivering.

"Xenophobe."

Lex smashes his fist down and Jar's head breaks open, blood and brain spilling across the metal sewers. The Green Lantern's life ends, and a green light suddenly is turned off in Oa.

Abruptly, above the sewers and streets and buildings, the bright light in the Phantom Zone sky fades, and a voice speaks out as the green dome fades into nothingness.

"I have been known as many things Kal-El. You couldn't begin to imagine half of them, but for now I shall take the role of-"

"Shut up." Superman slowly lands on the dusty floor, and the ash scatters around him, dancing in the wind. "You'll take the roll of listener, because I'm sick of your ramblings."

"Silence!"

Superman's eyes glow red. "NO, YOU!" He takes a breath, and smiles. "You're no God, Black Zero. You're nothing. A relic of a past age. You claim to be omnipotent, but you've been trapped in this place for DECADES!" He nods slowly. "And before that, stuck on a planet without anything, doing nothing... Alone."

"I manipulated the events of an entire planet, you claim that that is nothing, how deluded you are, small Kryptonian fleshling. Speck of dust."

"You're lying. Relic. I call you a relic, remembered by some, forgotten by others, and an inspiration to a select few. Relic." Superman rolls his neck back. "You claim that all my people, my ancestors, the people who lived on Krypton were all evil. Liar. A relic and a liar. I've seen my home, I've experienced the lives of people through the matrix that brought me to Earth. My father, my mother, they were good people. They risked everything to get their son to safety, and sacrificed their own lives for the betterment of one person. Zod, Faora, even my damn'd half brother Kru, they were cosmic blobs, little spanners in the works. There is evil in everyone, and good in everything... Even you, even though it is a shrivelled black thing in your 'omnipotent' body. A screw loose."

"I created Zod, I... I am Zod..."

Superman laughs. "You're grasping at straws. You claim to be a God yet you can't defeat one 'small Kryptonian fleshling'... You claim to need to absorb the life forces of a city to reach my own home reality, but you're not going to make it. You couldn't, and won't. I'm going to stop you, even if I have to kill you. You're in your death throws. Lashing out like an hurt child..."

"N-Now you are the liar, Kal-El."

"Your voice is shaking! You realising I speak the truth... You expunged the evil side of me with that black rock of yours, yet even my that copy couldn't stop me. You've spasming outwards, throwing out everything you had left. RELIC. A relic of a time of false Gods." Superman taps his leg slowly. "But ok, I'll give you a chance. If you are truly a God, smite me." He opens up his arms and leans backwards, looking up at the sky.

SKRA - TOOM!

Lightning strikes the spot where Superman stood, and the ground erupts in dust and flame, leaving a scorched mark where he stood. Kal looks up from the spot, smoking slowly, and he smiles. "Failed..." He shakes his head. "You are not going to kill anything else, so no more from you."

"How dare... How dare you, Kal-El..."

"How dare YOU! You are obsolete now!"

"If I have no purpose but the one placed on me by the Guardians of the Universe..."

"You've allowed your enmity of these... These Guardians to hide the fact that you have no reason to be here. Do yourself a favour and just vanish, please. End it. End your own suffering."

"I... I..."

Black Zero, the light in the sky, flickers like a fading light bulb, to

extremes of brightness to dim, nothingness. Superman watches as the light fades to black, but then suddenly explodes like a supernova, shock-waves being sent out throughout the Phantom Zone, the weaker ghosts and ghouls evaporating with a pop, the stronger beings flung into ash and dust as The Black Zero extinguishes its last power reserves. Superman sighs and is about to head back to Metropolis when his head explodes with pain, and he hears the final words of Black Zero claw into his soul.

"Gone... Never forgotten..."

"Whatever..."

The body of the Zero dissolves into darkness and are scattered to fifteen corners of The Phantom Zone, the dying embers of a powerful creature lighting up the abysmal skies until at last the threat is over, over and done.

A crack of light emerges through the sky, the purple sky cracking like glass... Light streaks through the city as the purple shards vanish and decay, and at last, Metropolis is back in its proper realm, blue skies and green grass surrounding the proud city.

John Henry is thrown back by another Bizarro, and when he's about to have them engulf him; they begin to explode as something flies through them, destabilising them and scattering their molecules. They erupt with light and sound, and one by one, the police find themselves less and less on the attack until the harbour is clear of the creatures, and Superman stands in a tattered costume, his body shaking and his fists bloody and sore. Maggie runs over to him, and he nods to her.

"They had no source material to really support their genetic structure. They were copies of a copy, each one weaker than the one before. A simple matter of using up the last of my reserves to take them down and I'm..." He looks down at his hands, the skin blistered and worn. "The Sun's back. I think I'm back."

Maggie smiles slightly, confused. "Superman, of course you're back!"

You're standing right there in front of me!" She smiles wider, wiping sweat and mud from her brow.

"Are you ok?"

"I've been better, but I'm getting there. Who's this?"

John Henry Irons steps forward, and presses a button on his gauntlet, his damaged visor sliding back to reveal his bearded face. "I'm just doing my bit to help out, sir. I hope that's not a problem?"

Superman frowns. "If Maggie has no problem with another hero in this town, then how could I?" He smiles and offers out his bloodied and bruised hand. Irons takes it straightaway, two Men of Steel shaking each other's hand.

"Do good." Superman smiles.

And with that he lifts off.

The dust settles on Metropolis, sunlight finally touching the buildings and inhabitants of the city. The waterfront is a mess, rubble and debris floating in the harbour, damaged police property scattered among the warehouses. Maggie Sawyer stands beside John Henry Irons, the man called Steel, who's face mask is upturned, his bearded face feeling the gentle sea breeze cooling him off.

"Something happened to him... "

"Yeah." Maggie nods in agreement, brushing off the dirt and dust covering her clothes. "Something has. The dome is gone... What does that mean? What did Superman do?" Maggie goes over to her squad, the men and women scattered around the harbour, all looking up and taking in the skyline. "John... If it passes with the Mayor, then hell yes, we'll accept your tech. After an event like this, it just goes to show that in an age of gods and monsters... We lowly mortals have to team up to get up."

John nods.

"If you want to come down to the steel mill whenever, it's all ready for inspection."

Maggie smiles. "Thanks."

Superman lands on the harbour ledge, and drags the unconscious body of his evil double out of the water, and then looks at him, an empty shell of what he battled little less than an hour before. The evil side of him slowly crumbles like the Bizarros, until its dark molecules are gone, nothing left of the self doubt, fear and evil that had stalked Superman for days, and as Clark looks down, a small lump of black rock lands on the harbour edge among the rubble. He stumbles back in fear but then picks it up, and smiles.

Whatever was in this... This Black Kryptonite... It's gone now. Black Zero... Gone. And he can't... He puts his finger to his temple and cringes, trying to remember...

But no. Nothing.

What the hell happened?

Perry is already back at the Daily Planet, shouting at his employees to get moving, the weakness and exhaustion hidden from the people who did not see it first hand, but Lois was there, Lois saw her friend and mentor weaken... She smiles to herself.

"I will be damned sure angry if we don't get our paper out first after this damned crisis!"

Superman lands in the office and Perry turns, Lois closing the office door behind her.

"Superman! Good to have you back! Time for an exclusive interview?"

"Not now... things have to be cleared up first. I'm trying to figure out why you two were of the few that weren't affected by The Black Zero Effect... " He holds out Lois' hand, and looks into it, and nods. "You're skin... There's something in it, something old and strange... "

Lois takes back her hand and frowns.

"Excuse me?"

Superman looks up and sighs to himself. "I'm sorry Lois... I just don't feel quite right. I apologise. Your hand, there's something that's become connected to your skin, and I think... yes, all over your body... " He nods. "Metallo. You still have traces of Metallo in your body. Remember Metallo?"

"The... Oh." Lois remembers, but forces the memory back. Bad mojo. "So this Metallo... "

"It stopped the psychological effects of the Black Zero affecting you... You probably got off lighter than everyone else, a shortened version of the affects. You had a light at the end of the tunnel you could say... " Lois remembers her cousin. Her light at the end of the tunnel. "I'm sorry about all of this, it's all my fault."

"It's not like it was you who started all this, son." Perry steps forward and pats him on the shoulder. "It was that other one, the naked guy. Didn't get a look at his face though... Heh... " Perry laughs loudly. "What about me then, Superman. Why didn't it infect me? Black Zero effect?" Superman laughs and X-Ray's Perry's skull. His smile fades in confusion.

"Nothing. Absolutely no physical reasoning that could explain why you weren't affected... Could be something physochological... Force of will?"

Perry nods slowly. "Something's don't need answering, Superman." He laughs. "Alright then. Some things should just never be found out, eh?" Perry smiles and turns to Lois. "Now where's the story you were writing?! AND WHERE THE HELL IS KENT?"

"My stories... Yup, plural... My stories are on your desk, ready. Kent

is... I dunno. Probably cleaning himself up at home because of the Black Zero. Heh. Big farm boy not ready for the big bad city evil alien gods... Whatever, something like that... " She gasps and smiles.

"Lois, I need to take you somewhere." Superman smiles slightly and Lois nods.

"Sure."

Superman emerges from out the light of the sun, Lois in his arms, a look of determination on his face.

"Kal, are you alright?" He looks at her, and smiles, his eyes dark and his face worn. He's tired. Exhausted. Like Perry.

"I'm fine, thank you Lois." He slowly lands on the outskirts of the city, where the army are mobilising to enter the city and examine what happened. The crowds of alien 'abductees' and the hordes of the press being to surge forward, but are held back by the army perimeter.. Superman catches a glance of a hastily made up sign with the words "I was abducted by The Batman" on the front, and smiles, then looks down to see General Sam Lane standing outside his tent, cigar in his mouth, a wider grin plastered across his face. Lois leaps from her hero's arms and flings her arms around her father, who returns the embrace.

"I made a promise, General Lane." Superman begins to lift off. "I keep my promises."

"God bless you, Superman. God bless you." Sam holds his daughter in one arm, and salutes with the other, and is surprised when Lois springs from his arms.

"Where are you going Superman?"

Superman turns and smiles. "I'm going away for a while." He looks to the sky and nods. "I don't know when I'll be back."

"Why... Why are you leaving?"

"I have some things to work out. About myself. About my life. I've come to a turning point... And I need to think through it all. "

"Are you... Are you coming back?"

Superman smiles. "How could I not?" And with that, he is gone, the Man of Steel, vanished in a flash of red and blue, leaving a woman who loves him confused and worried, but with a new feeling of relief washing over her.

Superman returns to Clark Kent's apartment, and looks in the mirror, and sighing. He remembers everything that Black Zero had made him feel. All the bad feelings, all the evil, and he shakes his head. This... Had made him reassess everything. Made him look deeper inside himself than ever before. He looks over to his CD player and presses a button, re-suming the album he was listening to last.

Who are you?

Who, who, who, who?

Who are you?

Who, who, who, who?

Who are you?

Who, who, who, who?

Who are you?

Who, who, who, who?

"Gone... Never forgotten..."

John Henry Irons sits at home, nursing his wounds and examining his armour. The prototype held up, but he can do better. He looks at the schematics of the suit, and thinks hard. He can improve the strength for sure, adding some hydraulics to the links to make them be able to move mountains. The boosters are faulty still, he couldn't get much out of them, and so they need looking at. He thinks hard and looks over to his desk. He shouldn't, he thinks. He shouldn't do what he's about to do. He

looks down at the gauntlet he recovered from the body of the man who Superman was battling, and shakes his head. The villain looked identically like the man of steel, and he was probably the reason they ended up in wherever they did.

He takes his dog tags from around his neck and finds the key in-between them, unlocking a small padlocked box in the top draw, he opens it up and takes out a smaller key, and walks over to the furnace, shaking his head. He pushes his thumb into the small slot and a beeping noise echoes out.

He speaks out, a small microphone picking up his words. "Irons. John Henry."

{PASSWORD?

"White Rabbit."

The furnace opens up, and a secret room opens up, bits of armour everywhere, this place where he works secretly on his new armour projects, making strides in robotics and never letting his secret leak. He walks over to a locker on the far end of the chamber and takes out the key he picked up from the small box, then unlocks it, and he stands back, a new suit of armour in front of him.

"An old design for sure... A more streamlined version of what I made up for Luthor... But always my best work." He checks it over, and smiles. "I can fix this up better." He looks down to the gauntlet and nods to himself. "And incorporate new designs."

Lex Luthor sits in the lab. LexCore was a failure. He lost some of his most prized assets, but has gained something more valuable than the entire crew of that station.

A ring. A single green jewelled ring.

He doesn't know how to work it like that Kell alien did, but he will find out. He doesn't know if its voice activated, DNA activated, something...

A higher calling activating it... He doesn't know. But he will find out, because he is Lex Luthor. And he always gets his way.

"We've lost him again, Ganthet. I think he may... I think he is actually dead..."

Appa Ali Apsa shakes his head and looks over to his brother, the Guardian known as Ganthet. "What now? We've lost Abin on that forsaken planet, and now Jar? This is terrible..."

Ganthet nods. "I know, Appa. I know." He looks up at the Central Power Battery. "He was one of our greatest. Never fearing, never relenting, and he even... Heh..." He laughs to himself at a memory that creeps to the forefront of his immortal mind. "He stood up to me in a way I haven't seen since... Since forever."

"What are we to do now then, Ganthet?"

"A proper investigation is in order, but do we have the man power to spare for such a task? LEGION has crippled our resources... Crippled the Corps."

"Guardians, I think it best if we retrieve the power ring he wielded, to completely discover what occurred on Earth when he was below radar for so long."

Ganthet and Appa turn around and see the elegant form of Tomar Re walk into the chamber.

"I think it best if I retrieve his power ring."

Ganthet smiles. "You knew Jar, did you not? Trained together if my memory serves..."

"As it always does, Ganthet. He saved my life on many an occasion, and I think that I should be the one to discover what happened."

Ganthet and Appa nod to each other, and look back over to Tomar.

"Go then, Tomar, but remember that LEGION is still active, and still a danger to us all. Avoid confrontation at all costs with any infected Corps members, and

your primary task is to retrieve the power ring. This is a reconnaissance mission, not a revenge strike."

"Duly noted." Tomar nods slowly and walks back out of the chamber, the doors closing behind him.

"Someone is going to die, Ganthet..."

"I know, Appa, I know..."

After three hours of her father worrying over her and making sure she was alright, Lois Lane returns home and is relieved to collapse on her bed. Her story can wait till she's had some rest and just had time to... to cleanse herself of the day's events. She takes off her jacket and checks her messages with the touch of a button.

"You have. One. New message."

"First. New message."

BEEP.

<<Hey, Lois... It's Clark Kent... I'm taking some time off to go through a few things... I don't know when I'll be back... But... I'm sorry I ran out on you. Something big came up that I couldn't get out of, but even then... I'm sorry. I'll talk to you later, when I get back. If I... Bye.>>

"Clark..." Lois runs her hand through her hair and looks out the window, a wave of realisation flooding over her. Her eyes open wide, and her jaw drops.

"CLARK!" She smiles to herself and slaps her forehead, everything clicking into place.

"Wait." She puts her finger to her chin and pauses.

"Nah."

The End?

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!

The Adventures of Superman #4 (2006)

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

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

Action Comics #2 (2006)

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

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

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

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

The Adventures of Superman #5 (2006)

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

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

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