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**The Past:**

When Metropolis was newborn and it was not the gleaming city we know it as today, it still was a beautiful place to live. The housing was first rate and Suicide Slum had only just begun to decay and become corrupt. But the city was protected by a very special man, one who served in the Justice Society of America and was a close liaison to the President of the United States, one with amazing powers, one who fought against evil, in his homeland and abroad, helping to bring peace to the world. Now like any other cape in the land he had his enemies, but I assure you, none as vicious as the maniacs of today... But what they lacked in viciousness they made up with pure finesse and style. We begin our tale fifty years ago, when popular 'Miss Metropolis 1955' was kidnapped and our aforementioned superhero was called in to help.

"The Champion!"

The police commissioner looks up and smiles as the blue, red and white clad hero leaps from behind a building and lands beside him, smiling that million dollar smile, his cape flapping behind him in the wind.

"I'm glad you could make it... Boy. have we got a situation today... "

"Wherever evil lurks I shall be there, Commissioner Adams!" He stretches his arms out, and smiles again. "What's happened?"

"Ms Katie O'Halloran was kidnapped by... " Adams takes a breath and shakes his head. "The Mechanic."

The Champion's eyes widen. The Mechanic was not a man to be trifled with... And he had long troubled the hero since his own debut on the superhero scene. "The Mechanic... Great Scott... Do you have any leads?"

"I do indeed, Champion... He left this letter... " Commissioner Adams passes the envelope to the hero and grimaces. "Addressed to you... "

The Champion slowly tears it open and takes out the piece of paper, and then goes deathly pale. "I know where he his." He hands the letter to the Commissioner and tenses up slightly.

"Where we first battled, is where I shall be." Adams nods. "Where would that be precisely?"

"I first battled The Mechanic thirty years ago, Adams... Over the Daily Planet building!" The Champion clenches his fist, and looks up into the sky. "If that is where he is, that is where I shall go!" And without another word, the hero leaps into the sky, faster than a speeding locomotive, and heads for the building in question.

### **The Present:**

*Superman soars above the city, the wind in his face, a smile on his lips. He was living in the moment, drifting above his adopted home, and he was at peace. After all that had happened to him and the city, the wounds have been healed; everything was one once more, and no thoughts of the problems of the past lingered in his mind. Lex was apparently in Hawaii on a 'working' holiday, but the Man of Steel knows the truth. He was plotting the hero's death, probably buying Kryptonite in bulk, or some such project that he would have to think past—and think past it he would! But now, until his enemy returns, he floated, taking in the sights, and remembered what he was here for. His smile widens, and lands atop the Daily Planet building, changing at superspeeds to his civilian guise of Clark Kent, and then pops down into the stairwell, to return to his occupation as reporter for the paper!*

*"Smallville! Where you been at? Some big stuff has been unfolding while you were at home taking another one of your long showers..." Lois rolls her eyes, and grabs the large man by the arm, dragging him into the bullpen, where large television screens surrounded the desks. "Miss Metropolis 2005 has been*

*kidnapped, and Superman has been requested to help the investigation!" Lois sighs, and then throws her arm around Clark. "Seems strange though... Reminds me of something... Can't remember what... Got this weird sense of déjà vu..."*

*Clark looks at her and arches his eyebrow, curious.*

*"I'm sure Superman will show up some time soon. What's Perry say about the day?" He fiddles with his tie, and smiles.*

*"No team meeting till later. His nephew Alex is in town, so his wife forced him to take some time off. George Taylor has taken some time out of his schedule to cover for him, and he just wants us to do our jobs... I think his wife may be leaving him..." Lois groans. "Or some such thing, you know?"*

*"Sure enough. I'm going to do a bit of investigative reporting, what are you up to?"*

*"I might head down to Shuster Center and check on the Miss Metropolis kidnapping..." She smiles and hugs his neck, and then releases, grabs her coat, and heads for the door. She makes it so easy every time. With a glance left and right, Clark slides into a storage cupboard and tears off his shirt, revealing his costume, and with a gust of wind he's gone, back out to the city, heading for Shuster Center... !*

### **The Past:**

Exposed to deadly radiation! In a coma for five years! Awakening with powers above those of a normal man! The Champion was the epitome of human perfection, and his greatest friends in the JSA looked up to him even more so than he looked up to them. He smiles as he leaps to the Daily Planet building from the Shuster Center, and then lands with a clatter on the roof. He didn't like this... The Mechanic was normally out there, so obvious with his plans, so brutal and conniving. He couldn't see the villain anywhere, until-The globe atop the building begins to shift and change shape, some kind of weird clockwork puzzle buzzing and whirring until it's some kind of dish, and before The Champion can react he's blasted by a ray of black energy, and the world goes dark!

"It was a hard choice to mistake, I assure you." A voice emerges from the darkness, but The Champion can't focus. Everything is fuzzy, his mind in fragments, his concentration broken by the constant buzzing of insects in his ears. "Selling one's soul to the devil is never an easy choice. Oh, don't get me wrong, The Champion... I would have sold my soul to defeat you long ago had I known the ways to do so! But with the information in my pocket, the mantra locked in my head, I had to decide what I wanted in return... " The Mechanic steps forwards from a brightlight, and smiles broadly. "I have been so steeped in machines... I never thought of the other option... Magicks!" His crooked smile widens. "But Magick is just another form of science, albeit one that does not have any physical reasoning behind it. So what should I wish for? What should I sell my soul for? Ultimate power? Heh, it was offered... But your pals in the Justice Society would come out of retirement to stop me, save you, you know, the usual tale... I could have reshaped the world in my image but I've never wanted to conquer the world. Leave that to the big guns... No, I wanted torment over power. How old am I, The Champion?"

The Champion looks up from where he is chained, and looks around, his arms and legs bound in a sparkling black energy. He strains to escape but is electrocuted some how, his body seizing with the shock. "I... First fought you... Thirty years past... Meaning... "

"No. First mistake has been made. You didn't face me then, you faced my father. And you killed him." The bald man steps from the darkness and into view, his features contorted into a demonic façade. "You killed him. He fell from the Daily Planet but his Clockwork Men brought him back home to me. My mother had left some years before of course, leaving only me and him to survive in anyway we could... and he died in my arms."

"D-Died?" The Champion's eyes widen, surprised. "I searched... For hours... I couldn't find any sign!"

"Because The Mechanic was meticulous!" The young villain laughs. "I trained myself in his art for ten years. When I was twenty I faced you for the first time and I lost, I have no shame about failure... But it gave me time to think. Twenty years later, here I am, entering my middle years,

and I made a decision. I must stop you. I have a family on the way! I have children coming! I can't let this petty familial feud tear my new future apart."

"Then... Release me! Let me go... We can end this like men!"

"Men?" The villain spits the word, disgusted. "I am a man, you are a murderer. My father fell from one of the tallest buildings in this city... Both his ankles broke! His left shin and his right hip were shattered... He separated five ribs and dislocated his shoulder. You killed him in the worst way possible. You left him to suffer. He died from blood loss. Or the pain... Who knows? Impossible to say now."

"I didn't mean to... "

"Paved by the worst intentions, Champion!" The villain moves his hand in some kind of pattern, and a small white wand appears in his hand. "Anyway, my dear enemy, I have now prepared your torment. Imprisonment. You shall live in a shell not your own, and you will have moments of purest clarity, but not being able to act." He begins to move the wand, up and down, left to right, a method to his madness.

"Please, don't do this!"

The second man to bear the name of The Mechanic screams in anger. "I HAVE TO!" He turns as a woman enters the small chamber, and holds onto the shoulder of the villain.

"S-Save me... " The Champion tries to reach out but is wracked with pain. He recognises the woman as the Miss Metropolis he had been sent to rescue. "Please!"

"You hurt my husband, The Champion. I have no troubles allowing you to suffer like he has." She kisses his enemies cheek, and smiles. "Dinner will be ready in thirty, Mark. You should hurry up down here... I can feel your son kicking." She rubs her belly, and smiles.

"Will do, honey." She walks up the stairs and he smiles. "Beautiful is she not? Beautiful and understanding." he weaves the incantation with the wand and utters a secret word not heard by human ears for twenty

thousand years, and then takes a breath. "Finito."

The world turns white. Things change, events shift and connect and then... The world forgets. The Champion is forgotten forever, and a new citizen joins Metropolis' ranks.

They call him Joe.

### **The Present:**

*Superman lands beside Maggie Sawyer, and nods slowly. "Hey cowboy, glad you could come."*

*"No problem, Maggie. What we got?"*

*"Something that tickles my brain, Superman, I tell you. Miss Metropolis has vanished, and we have this lead." She passes a small brown envelope to Superman, who carefully looks at it with microscopic vision. "It's been resealed. Someone wearing gloves handled it. It's old. Very old."*

*"You going to open it?"*

*"No need. I've seen the words, and I don't understand them. 'Where we first battled, is where I shall be.'... But I don't get it. Who wrote this?" Superman arches an eyebrow, confused. "Hmm."*

*"No idea, it was found in the victim's dressing room. No sign of a struggle, it's like she just vanished... Any ideas?"*

*"I'll scan the city for her with my x-ray vision... But I don't know... This is all very strange." He nods slowly, and turns to the officer. "I'll be off, but I'll get back to you."*

*"Right on, cowboy, right on." She walks away back to one of the officers around the cordon, and Superman smiles, and jumps into the sky, flying away.*

### **Interlude One:**

"I want him. I want him in my custody at LexCorp." Luthor nods slowly. "You can do this for me, you can get me the body."

"The body?" Westfield shakes his head. "The man's still alive!"

"Man? MAN?! The courts proved Superman isn't human, so the same must apply to his brother. He is an object for auction, and I'm offering you whatever it'll take."

Westfield looks up at Luthor and sighs. He was heavily in debt and Luthor knew it, using the situation to his advantage and twisting everything to get his way. "Twenty million."

"Twenty million?" Luthor stands up, smiling. "A most reasonable offer!" He smiles and shakes Westfield's hand. "I'll send a squad over to your building to secure his transfer... Is that ok?"

"Of course. The lab will be empty, I'll tell security to let your people through. When can I expect my money?"

"It's in your back account as of..." Luthor moves his finger over his cell phone, and presses send. "Now. Good doing business with you, Westfield. Consider that Cadmus is missing a director ever since that awful Hamilton business with the Bizarro's... Send in a resume, I'll put in a word!"

"Thank you Mr Luthor, thank you so much..."

"No need to thank me, Westfield. You're doing this for your country." Luthor smiles and walks out the room, and smiles.

**End Interlude.**

She stands at the side of the road, him in the wheelchair, his Superman shirt as dirty as ever, fresh mustard stains joining the legion of old ones. "My granddad used to tell me about you before I went to sleep. How you were a murderer, and how he brought you to justice. I don't care how the

before world viewed you... The after world shows you as average Joe, and even then... " She rolls her finger over his bald head, smiling. "Below average Joe." She taps her foot on the floor, impatient.

"Mshll... " Joey rolls his head to the side, and hits his shoulder.

"Oh, cutey, don't hurt yourself... "

Joey spits something, and jerks his leg out, hitting Lindsey in the leg and causing her to fall forward, only to be hit by a car speeding by at the time. She rolls over the hood; her leg shattering, and then bounces off the roof and onto the road with a crack as her skull shatters. She twitches on the road as traffic stops, and pedestrians flood towards her, words in her mind being lost as she begins to drift into darkness. "Uht. Htt. Uhh. Tt."

Joey sits in his wheelchair and clenches his fist. He feels his body shake and quake, and then he falls forwards, out of the chair and onto his hands and knees. He feels his body begin to repair itself, the damage of fifty years worth of mental and physical torture being repaired by the sudden loss of the focal point of the dark enchantment. He staggers up, no one noticing the cripple walking. He looks over to the dying woman and smiles slightly, and then feels his head begin to shake as his black hair returns to him. His gut is sucked in, his fat tissue redistributed around his body and turned into muscle. His clothing bulges as his chest begin to develop definition and with a pop of bone and muscle he grows two feet taller, and then smiles, wiping the mustard from his face. He cracks his neck, and before anyone notices, leaps into the air.

The Champion had returned to himself, and he wanted revenge.

*Superman basked in the radiance of the sunlight breaking through the clouds, his body becoming saturated with solar energy. He was focusing his powers so hard on the kidnaped villain he did not notice the whistling noise get louder and louder, closer and closer, until it was too late, and he collided with a flying someone who he had never seen before in his life. The two tumbled from the sky, and hit the street below hard, barely missing any of the passers-by. Superman grabs the man by his dirty collar and grimaces, anger flashing in his eyes. "Who are you?"*

*The Champion shakes his head. "I'm sorry... Superman... I've been away, and only just come back to my senses..." Superman shakes his head, seeing something in this man's eyes that he inherently trusts.*

*"Who are you?"*

*"You won't have heard me, but my name is The Champion. I was a hero in the nineteen fifties. What year is this? I've been getting barely any flashes of my life since my imprisonment, but... Is this 1970?"*

*Superman laughs slightly, confused. "Sorry, chum, this is the year two thousand and six. You'll have to explain yourself to me."*

*"Two... Thousand and six? Fifty... Fifty years?" The Champion falls to his knees, tears falling from his eyes. "And you... don't know who I am... Was I that forgettable? Did the world really just forget about me?"*

*Superman puts his hand on the returned hero's shoulder, and his eyes widen. "You... You're telling the truth..." He removes his hand, and puts them both on the man's shoulders, shaking his head. "Let me help you up, Champion. Let me help you..."*

*"NO!" The Champion pulls himself away, the sadness being replaced by rage. "I'M A RELIC, SOMEONE SO EASILY FORGOTTEN NO ONE CARED TO LOOK!"*

*"No one knew to look." Superman shakes his head. "I combed hundreds of Daily Planet editions when I first came to Metropolis... to get a feel for the city, what it had gone through... And there was no mention of 'The Champion'... I'm sorry..."*

*The Champion shakes his head, and clenches his fist. "No one remembers me?" He looks at Superman and shakes his head. "You know, I could just assume you're lying to me. Another of The Mechanic's schemes... But I'm wearing a t-shirt with your symbol on... And they don't do that for villains I assume. You have presence... Only thing I can think of to ask now is... What now? I was a superhero for thirty years and now... Nothing." He shakes his head, wiping away his tears.*

*Superman looks at the ground, and then at his new friend. "You could always help me with my latest case..." He smiles. "Ah, also, I have a friend, an engineer who specialises in this field of science who might be able to help you with your problem... Find out what happened..."*

### **The Steel Mill, Metropolis:**

*Superman touches down outside the mill and walks inside, watching as the advanced robotics move large amounts of ore into the furnaces and shift the refined metal into whatever is needed. He knocks on the laboratory door and smiles, popping his head in to see if his colleague is available. John Henry Irons looks up from his workbench and looks down at the strange gauntlet in front of him, and quickly stashes it beneath the table.*

*"John, I'd like you to meet someone..."*

*"Sure, Superman, sure..." Steel stands up and takes off his apron and walks over to the door where Superman stands, then peeks outside, where The Champion stands, still wearing the ill-fitting clothing that he wore for so long. "Uh... A hobo?"*

*Superman smirks and shakes his head. "His name is The Champion... And he claims to be a hero from the past who has been trapped in an inescapable prison for fifty years ago."*

*Steel puts his finger up, ready to ask a question, but then puts it down, confused, a smile on his face. "Are you serious? You telling me this guy is legit? Where's he been? Where's his costume?"*

### **Interlude Two:**

*I saw everything that happened to The Champion... But I assure you I couldn't do anything about it. It's not my job to do something like that... Not my job at all. I watch, I review, I analyse. Like a cosmic-powered film critic with the ability to look through time. I was viewing the linear timelines when I met a branch beginning... Say 1900. When a small, sickly child was born... And then vanished. Continuity was overwritten*

by a magic I could not discern... And this man was written over, to become an enigma in existence. I view both time streams as one, and note where events have divulged from the original line, and my eyes widen. I see a man sell his soul to a hell creature (a race I assure you exist... ) and then create the ultimate torment for America's greatest hero, The Champion... But I couldn't fix anything, I couldn't fix this grand disfiguring change to reality until the spell wore thin, and the blood focus was diluted enough so I could free the trapped and give him sentience once more... I allowed him a window of free thought and he did what he had to, taking his captor out of the picture and allowing him to free himself. Now I wait, and watch, as someone... something... Emerges in Metropolis, recreating events from the past, to set the same trap...

### **End Interlude**

Steel places The Champion in his spectral analyser and the instruments blow a fuse. They don't recognise the man as existing, and there is a strange amount of chronots in his body matter, much more than those of any other human being. He shakes his head, wipes his brow, and grimaces, looking at the two men assembled. "I don't know what to say. Your body contains a deadly amount of the time stabilising energy that science has nicknamed 'chronots'... Everyone has them and they are constantly used but... But you haven't used yours. Your body is supercharged with them, meaning it's like you've been suspended in time... " He shakes his head. "And that... Is not right, you dig?"

The Champion nods slowly. "I understand, thank you." He shakes his head and whispers in Superman's ear. "I have no idea what he's saying... Do you?"

"What he's saying is due to your imprisonment in another body... Which feels eerily familiar... You haven't used something that most humans use... "

Steel pops up his hand and smiles. "Kryptonians use them too."

"That all beings have, do you understand..?"

The Champion shakes his head. "Meaning?"

Superman nods. "Yeah, meaning?"

"I don't know. You're beginning to use them once more, but... I don't know what will happen regarding them. It's all conjecture at this junction. All we can do is keep an eye on you and hope you don't implode into the time stream... "

"Which is a bad thing."

Superman nods again. "Bad thing. Anyway, I have a case to solve, and I need to get right back on it."

The Champion and Steel nod, and Superman lifts off into the air, then pauses, turning. "Can you wait here till I return... John can run more tests... Make sure you check out fine... and once I finish this case we'll sort out your past." Superman turns back and shoots off out of the sky light, leaving the two men alone in the Mill.

"I married a Miss Metropolis, you know?" The man rolls his fingers over the woman's head, and down her face, towards her chest. "We had beautiful children, and then they had beautiful grandchildren... Good breeding, I assure you." He moves his finger over her breast, and then circles around her belly button. "But something happened. I was assured that something was supposed to happen and it didn't, so I'm back from where I was resting pleasantly to finish my chore. Terrible, terrible news... " He smiles and licks his lips, his old, wrinkled skin tight against his skull.

Miss Metropolis 2005 looks up and shakes her head, terrified. "Wh-What do you want with me?"

"Oh you know, the usual cliché... You are bait, and my hero shall return to save the day... And we begin this again... I suppose that because my granddaughter is dead I shall have to spawn a new guardian, and I was wondering if you'd be... " He rolls his finger towards her belt, and smiles. "... Open to that... "

"Get away from me! SUPERMAN! SUPERMAN!!!" She wriggles about on the stone tablet, and screams, but the man just smiles.

"Superman? I've heard about him. Well... Two birds, one stone... " He takes out an ornate black bladed knife from his belt and holds it up, smiling.

*"How do you know this Superman then?" The Champion removes the old, tight shirt and John hands him a white top.*

*"Superman? Oh there was this big ol' throw down in the city... And I put on my armor and sent the villain packing. But I only do that when I have to. I'm a scientist really... Expert in my field."*

*"And your field is?" The Champion walks out of the dark corner and smiles, his cleaner clothes suiting him much better.*

*Steel licks his bottom lip and rubs his beard, smiling. "Meta-science. That's your basic all inclusive metahumanity branches... Meta-biology, meta-chemistry, meta-physics... You know..." He laughs and turns to the man, and smiles.*

*"Fascinating." The Champion nods, and looks around the mill.*

*"Anyway... Have you got a shorter name? Because calling you The Champion is bad for the tongue and I refuse to call you 'TC' because of the Top Cat connotations..."*

*The Champion arches his eyebrow, confused. "Excuse me?"*

*"Heh, what's your name? Unless you keep a secret one..."*

*The Champion shakes his head. "Like it would really matter anymore... My name is Joseph Weinstien. Good to meet you."*

*He puts out his hand and Steel takes it, smiling. "John Henry Irons. Steel to the criminal community..."*

"STOP!" Superman bursts through the ceiling of the dank room just as the old man is about to plunge his knife between Miss Metropolis' breasts. With a blink of his eye the knife glows red hot and the villain drops it, causing it to clatter across the floor. "Back away from the woman if you know what's good for you, sir."

"Good for me?" The man smiles and flicks his hand, a white wand appearing between his fingers. "Oh I know what's good for me... But do you know what's good for you?"

Superman is about to knock the criminal out with a flick of his fingers when he's grabbed by an invisible force, and the world goes black.

*"Do you know where Superman went?" Joseph sits opposite John Henry, who is altering his armor, whilst he himself is sipping a glass of water.*

*"Oh I heard about it on the police band. Miss Metropolis 2005 was kidnapped. He's tracking her down." Steel looks up and sees The Champion standing up, his glass crushed, his eyes wide. "Yo, whats up?"*

*"Oh God, John... Miss Metropolis... Back in 1955... That's how I was captured!"*

*Steel shakes his head. "Holy... Let me suit up. Superman's got a tracker in his belt for just these occasions... What about you, costume?" He places the breast plate on and chain mail shoots outwards, encasing the urban hydraulically powered hero to be Steel once more.*

*"I have something..." The Champion vanishes in a small whirlwind of light, and as he begins to stop spinning he's clad in his old blue and orange, a smile on his face. "Dizzy..."*

*"That... Was amazing..." Steel picks up his gauntlets and places them, and then checks the small monitor on it. "I've got him. Let's move."*

Superman wakes up, his chest bare, his limbs chained down by some unseen energy. He struggles to escape, but is wracked with pain, an electrical current bursting through him. "Who the hell are you?" The man in the shadows steps forward, the white wand in his hand.

"I... Am The Mechanic. You can call me Mark. I'm about to end your existence so we might as well be on a first name basis, Clark." He smiles. "Or do you prefer Kal? I never understood your choice of names."

Superman shakes his head, a wry smile on his face. "You know my name? Am I supposed to be impressed?"

Mark shakes his head. "Oh no, no, no!" He moves his white wand around, smiling. "Not impressed, no... Shocked, yes, but impressed? I'd expect nothing of the sort from a man of your stature. When one's soul is sent to the bottom of hell, you hear rumblings... And I must say all the demons are utterly terrified of Superman. I don't see it though... "

"Let me out and I'll show you, Mark." He wrenches his hands up, nearly escaping the bonds, but is slammed down by darkness, the intense electricity bursting through him once more.

"Nuh-Uh, girlfriend. I'm here to make sure my archenemy remains trapped in his worthless excuse for a human being prison. See, if I place you under the same kind of spell, then you'll never inspire anyone, and you won't be a factor in his return, meaning he'll be easy pickings, get me?" He continues to move the wand around, weaving an invisible spell web.

"You're insane... You'll never get away with this!"

Mark shakes his head, his head shaking. "I DON'T WANT TO GET AWAY WITH IT, BUT I WILL!" He smiles, calming himself. "No one will remember you. I might make sure your escape ship is caught in the tidal wave of radioactivity that slaughtered your people. That'd be much easier, would it not?" He grins. "WOULD IT NOT?"

"You'll never get away with this." Superman smiles again. "You know

why?"

"Why, oh 'he-who-can-never-be-wrong'?"

"Because I hear that noise." The roof explodes and Steel and The Champion burst through the ceiling, and Steel blasts the villain back with a beam of white sound. The Champion leaps onto the villain, and grapples with him, knocking the wand out of his hand, and sending him flying.

Steel turns to Superman and shakes his head. "Joey can handle him, but these bonds... Is this contained electricity? Or is it worse than that? Is it magic?"

"I don't know but... Did you say Joey? Joey who was... He was wearing a t-shirt with... Oh my... It's all falling into place... " Superman shakes his head. "Magic, must be... "

Steel smiles beneath his helmet. "Good. I want to try something." Steel places a gloved hand on one of the bars of energy, and presses a button in his gauntlet, and the magic fluctuates and shimmer, then explodes, sending Steel flying and Superman reeling.

"Oh... Such a bad idea... Magic is not my thing... "

"Y-You think?"

*"You stole my LIFE!" Champion slams his fist into The Mechanics face, causing black ooze to spray everywhere.*

*"You stole my father!" Mark slams his fist up, causing Joseph to spit blood.*

*"Your father was trying to destroy the city! The world thought he was a gimmicked loser and I kept it that way... They didn't need to know he had access to the kind of technology that could decimate an entire city... He was a victim of his own weapon!"*

*"MY FATHER WAS A GENIUS!" Mark summons the white wand and sends Joseph flying backwards, blood exploding from his eyes. "You've been reduced to*

*lies now?"*

*"L-Lies?" The Champion looks up, his hands glowing white. "Lies?" He storms forward, and grabs The Mechanic, pulls him close, and then grabs the wand from him, his glowing hands burning with energy. "Your father was a failure. HE COULDN'T CONTROL HIS OWN DOOMSDAY WEAPON." He looks at the white wand and holds it away from the villain, who's attempts to summon it to him are denied by the hero's amazing strength.*

*"Stop... Making... Your LIES... My wand... Give me my wand!"*

*Joseph shakes his head. "Mark... you were cuter with the Clockwork Men." He sends the wand through the villain's head, and the black ooze sprays out of his head, and the withered old husk vanishes from view, the soul of Mark Drezzyberg sent screaming back to hell.*

Superman is suddenly released from his bonds, and Steel helps him up, his mask retracted. "Well... I think you'll agree that was intense."

"Yes, John. Intense is the word. But Champion... What did you do?"

Joseph is about to talk when a bright light fills the room, and a man steps out of a white door from thin air, his head full of blonde hair, wearing a green and red jump suit. "The Champion, I presume?"

Steel, Superman and The Champion all raise their fists, ready. "Who are you?"

"You can call me Rip Hunter, Linear Man, Agent of Time." He smiles. "And you are heroes. The iconic but greatly missed legend known as Superman, the deceased urban vigilante known as Black Steel, and you. The Champion."

Steel and Superman look at each other, confused. "What?"

Rip hits his head with his hand, rolling his eyes. "Sorry, my continuity is rubbish when I've been travelling. American icon Superman, meta specialist Steel, and you. The Champion. I have some news... Which you

might not like."

"News?" Joseph steps forward, a look of curiosity across his chiselled features.

"This time stream has been altered so you cannot exist here any longer. The chrono-knots (you were close, John, but not close enough) have begun to destroy your cells... And on this Earth, this means certain doom for yourself." He shakes his head, and places his hand on the long forgotten hero's shoulder. "But I have a way out. I have taken the moment you were trapped stepped back moments before you vanished into the Daily Planet globe... and stretched that moment out, cut and pasted it into a new continuum (and lost half my paid vacation time for it, I assure you) and allowed time to play out. You have a chance to return home, and live your life... "

"You... You're serious?" Joseph looks at the two Metropolis heroes, tears forming across his eyes.

"I'm a Linear Man, how can I not be?" He clears his throat. I'll be waiting through here... " He motions to the blindingly white door, and steps through, but turns to Superman as he's about to be brought through. "It's coming, Kal-El. It is coming so beware your kin." And with that he's gone, vanished into the light.

Before Superman can question the words, The Champion places his hand on his shoulder. "I must go, friends... " Joseph takes a breath. "I thank you... So very much... For all you've done. I've had an interesting life... But with this... I can start over... Exist."

"Go for it, dude." Steel smiles. "It's been a wild ride."

"That it has. I will miss you greatly." The Champion smiles, and looks around. "It could have been 1970, you know that?"

Superman laughs, and nods. "Yeah, I suppose. Good luck Joey."

Champion winks and smiles. "Joseph." And with that he leaps into the white door, and it closes with a pop, leaving Steel and Superman smiling.

"Superman!" Miss Metropolis throws her arms around the Metropolis Marvel and hugs him tight, and then turns to Steel. "Steel!" She throws her arms around him too, and smiles. "You're here to save me!"

"Exactly that, miss." Superman nods. "Let's get out of here." The two heroes walk out of the door, and to the police station. It had been a long day, and the end was finally in sight.

### *Epilogue:*

### **The Past:**

*Exposed to deadly radiation! In a coma for five years! Awakening with powers above those of a normal man! The Champion was the epitome of human perfection, and his greatest friends in the JSA looked up to him even more so than he looked up to them. He smiles as he leaps to the Daily Planet building from the Shuster Center, and then lands with a clatter on the roof. He didn't like this... The Mechanic was normally out there, so obvious with his plans, so brutal and conniving. He couldn't see the villain anywhere, until-The globe atop the building begins to shift and change shape, some kind of weird clockwork puzzle buzzing and whirring until it's some kind of dish, and then a blast of black energy is unleashed, one that the Metropolis Marvel easily dodges! He smiles, in on a private joke, and then demolishes the weird contraption, and then heads south, to Suicide Slum, to take down The Mechanic before he could harm him, or any other innocents!*

*The Champion lives!*

### **The End!**

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

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## From the same author on Feedbooks

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

Tales of the Green Lantern Corps Special: Facets.

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

Batman #0 (2005)

Batman: Shadow of the Bat.

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

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

Live his earliest years in this book!

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

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

Batman #1 (2005)

Batman: The Smoking Gun, Part 1.

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

Batman #2 (2005)

Batman: World's Finest?

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

The Flash #0 (2005)

The Flash: Time Flies, Prelude.

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

*The Flash #1 (2005)*

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

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

So obviously...

Something has to go wrong!

*The Flash #2 (2005)*

The Flash: Time Flies: Whispers.

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

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

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

*The Adventures of Superman #4 (2006)*

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

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

*Action Comics #2 (2006)*

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

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

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

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

*The Adventures of Superman #5 (2006)*

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

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

*Action Comics #3 (2006)*

*Action Comics: Black Zero, Part 5: Endgame.*

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

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

*The Adventures of Superman #10 (2006)*

*The Adventures of Superman: Doomsday.*

**THIS IS THE FINAL ISSUE OF THE ADVENTURES OF SUPERMAN**

*Crisis: The Apokolips Imperative, Part 1!*

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

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

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

*Action Comics #4 (2006)*

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

Superman has left Metropolis? Lex Luthor targeted for death?

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

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

Action Comics #5 (2006)

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

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

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.



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