



Tales of the Green Lantern Corps Special: Facets
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Tales of the Green Lantern Corps

Issue 1: "Facets"

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Sector 3598. Desolate. Dark. An age away from any source of heat or light, the temperature at night is well below freezing, and the sky... the skies are black, always black, the many worlds hidden in darkness... The few planets in the system are cold and blanketed in snow, water sources covered in mile thick layers of ice.... Any normal man would be dead in minutes, but luckily, this man's special little ring provides him with enough heat, sustenance and reasons to live to get any man through the nights. Jar Kell is a Green Lantern, posted on the furthest reaches of the galaxy, far from his own home world of Karlavia Vex. The Corps is his life, his family, the only thing that gives him any pleasure in his own morbid existence. His ring tingles, buzzes and a light flashes up. Jar is instantly alert, and looks down at the construct in front of him, hovering above his fist. The construct is of his mentor, his very being a soul imprinted forever on the ring. The hard energy construct looks up and smiles.

{Incoming.

What?

A massive concussive blast hits the spot he's sitting in, catching him completely by surprise, throwing him miles across the snowy terrain, each impact across the frosty floor shaking him to the core. Jar finally comes to a stop and shakes his head, then looks up at where the blast came from. "Damn! Who the hell is this?" He points his ring at the source of the blast, and a beam of light shoots up and hits the gargantuan ship in the higher atmosphere, illuminating it for the Lantern's eyes.

{Identified.

What is it then? Come on ring...

{Patience, Jar: That voice... Like a metallic recording of his old mentor whispered directly into his ear... It's scary how much personality is left on the ring after the former bearer dies... {Pirate cruiser. Former Bolovaxian craft. Fitted with concussive lasers. Trackers. Continue?

I get the picture. Why are they here then? Any information on that?

{Scanning computer logs There's a pause as the ring searches through the enemy ships main computer. These are the times the CPU takes over and the soul imprint vanishes and at this very moment, Jar feels relieved. {They wish to use this planet's core as fuel for their fleet The outer shell of the planet may be a sub zero environment, but the planet that Jar had chosen to guard the sector from had a powerful core... Not molten as such, but a fusion reactor of energy that had been here since the dawn of time. Whenever he examined the strange properties of the core his ring shorted out for seconds, the energy levels so extreme, so... So yellow... That his ring could not handle it... After many other attempts, and many other below freezing experiences as his ring cut out... He gave up, and felt content enough to leave the mystery. He'd filed a report on it anyway, so it was known. It was out there in the corps.

"Fleet?" Jar looks up and sees specks in the distance. His own natural eyesight is instantly amplified by his ring, and after his eyes fuzz in a green blur, he sees hundreds more of the ships, each modified, each a dangerous craft to any in the sector. This planet is inhabited by hordes of primitive people, thousands of years away from any of their peoples becoming viable for Green Lantern membership... And if his ring is telling him what he thinks it's telling him... They wouldn't live after they steal the strangely powerful core... Jar shoots up, flies up to the ship and speaks.

"Stop!" They don't listen, instead they fire barrage after barrage at the defender of their target, who is pummeled back into space, again and again as the shots attempt to rip through his protective aura. Jar smile slightly.

Should've listened. Idiots.

He points the ring, channels his thoughts, his will power, and then lets loose with a blast of emerald power that drains the energy out of the pirate battle ship. "By order of the Green Lantern Corps, you are ordered to cease hostile action against this planet!" His voice is carried through the vacuum of space, into every speaker of the cruiser, and he can hear the captain react to his warning.

"Damn! Lantern, you shouldn't have intervened on our business! You'll pay..."

"That's what they all say. Let me help your friends move on out of my sector." His ring makes a clicking noise in Jar's head, and tears in reality, sucking the fleet into a wormhole. "You can find them just outside of this sector. The Green Lantern of 3597 has been informed, don't try anything there and don't come back. Or I'll send you somewhere nasty." He smiles as the ship fires its newly restored engines, and heads out of range.

"'You'll pay...' That's what they all say." He laughs and lies down on the snow, his ring blanketing him in warmth. "Next threat, come on over." He cracks his knuckles and takes a nap.

A small yellow impish being sits in another dimension, waiting, plotting and wishing. His eyes flicker open and he sees through time and space. He sees Jar Kell laughing, and the being smiles from his eternal prison on the edge of existence. *<Arrogant. Fearless. Powerful. I like him. Who is he? Jar Kell. Green Lantern. A Lantern? Ooh... That would make it o-so much better. You think? Yes. Of course I do. Why would you suggest otherwise? I don't know. What should we do? Corrupt? No. Not now. Not during the terrible problem his people face right now. It wouldn't be fair... Fair? We live outside of reality and rules, there is no need to think of fairness... True. But no. I say we twist him. His body. His weapon... To our liking. You agree? How can I not? Let's play...>* He clicks his fingers and lets his soul leave his ethereal prison, and his yellow being smiles as he swoops down to his prey, stroking the Lantern's white hair with devilish ghostly talons.

“Ow. What was that?” Jar jerks up, his ring throbbing. “Want to share something with me?”

{Unknown presence. Scanning. The ring shoots a beam of light up, and then whizzes around Jar, until it settles back into the jewel on his ring.
{Unknown presence detected but now gone. No trace.

“Where’d it go?!” Jar calms himself and realizes he’s talking to a piece of jewelry on his finger. He resumes telepathy. Where’d it go?!

{No idea. Eurgh. That sarcastic tone that his old father figure often used once again comes back to haunt him. He hated it then and he hates it even more now.

Oh, because that helps loads. What can we do?

{Suggest full diagnostic of ring. Suggesting fault?

Damn. Inform Oa. We’ll need a replacement while we go in.

{Doing so. Duh.

Jar lifts himself up and brushes the snow off his uniform.

“Damn! We need that planet... The power readings being emitted... Wow. That would have set us up for the rest of our lives... But, ok. I have a plan... We cover ourselves in those yellow mites that fester in the kitchen on top of the synthesizer! Then just beat him up!” The captain smiles his grubby smile, his purple skin stretching to accommodate his teeth. “What do you think?”

Reggie, the fourth in command stands up and coughs. “Captain... No offense... It sounds stupid.”

“Offense taken! Just because you say ‘no offense’ doesn’t mean I won’t take loads of offense! Idiot!” He laughs and pulls his knife, throws it at his fourth’s bulbous head and watches as the man spits blood and bile.

“Any objections to our plan?” None of the crew react. “Great! I’m going to go to my quarters to get ready. Someone collect all the mites and crush ‘em into a paste! Dent. Rushash. Do it!”

Jar runs his fingers through his white hair and scratches his stubble covered chin. He looks at his ring, then at the sky in front of him, thinking of what to do next... He doesn’t doubt his ring... He doesn’t think there’s anything wrong with it... What was that anyway? What could appear and disappear so quickly? Without any trace? The Corps have seen better days... With the constant threat of LEGION... With the death of so many Lanterns... Better days indeed... He thinks back to the legends of the Corps, before the times of recorded fact, could anything from the past... from before his tenure... Could anything like that be responsible?

{Yes.

What? What the? Ring? What do you think?

{Access denied. Try again later.

What. The. Hells.

{Agamemno

What? Agamenmeno?

“...Back to the legends of the Corps, before the times of recorded fact, could anything from the past... from before his tenure... Could anything like that be responsible?”

I said... Thought that... You’re listening to my inner monologue? Jar smiles slightly, amused by his own observation.

{The ring is linked to your soul. So everything is open to us. And the answer is yes.

Agan... Agamemno?

<So close...> the yellow imp stares through his prison and once again feels his consciousness drift out of its container. It drifts across space until it reaches its destination, just off a small blue and green bauble called... Urath...He extends his being, and cuts through space, cutting off the Central Battery link from the ring. <And yet... So far...> The direct stream of information from the planet of Oa is cut.

{Link to historical files terminated. Retroactive self scan. Computing.

With that the ring cuts off all power and Jar feels the icy winds of the planets cut through him.

What? POWER UP! Oh hells... Come on!

He wills the ring to shield up, to work again but it is silent, a dull piece of emerald jewelry covering his thin finger.

Well... This just sucks... Jar Kell feels his skin harden, his pores close as his body reacts to its new environment... He's relied too long on his ring, forgot his natural survival abilities. Give it time. His body will adjust... If he doesn't die beforehand...

<We can help you, help you get revenge. Help you kill, kill, kill the evil blue skinned Lantern...>

"Who said that?" Captain spins round, hitting his head, trying to figure out the new voices in his head. He's heard them before, whispering, talking... Driving him to do naughty, naughty things... But this was new... Bold, cold. Adventurous... He listens harder.

<Soul searching for better ways... Soul swapping for better days... Oh wow... We rhymed... But it works...Works for us, would work for you... Once more unto the breach, once more until... Damn...that wasn't going to be as cool...>

"Who is this?" Sounds old. Wise. Ancient. But younger than it could be, rebellious... "How can you make whatever work for me?"

<Come with us. We'll get you the Lantern... A small price you shall have to pay... But it would be worth it... What do you think? >

"Let me tell my crew-"

<NO! > The voice explodes in his head, his eyes bulge and his ear pop. <Do as we ask of you or we'll reduce you to a husk. A soulless dreg in this infinite abyss of possibilities. Your decision?>

"Gar... I'll do as ye wish..." With that, Captain vanishes, reappears on the edge of a snowy cliff, on the below freezing planet right beside his new adversary, Jar Kell. "YOU!"

Jar spins round, and sees the mammoth pirate standing beside him, ready to leap, ready to attack...

Hells! It gets worse!

Kell rolls back as the Captain dives for his throat, throwing them both into the cold snow, but it does nothing to prevent the pirate's hands grip around his neck tight. "Gkk! How did- Akk" Kell feels his skin go harder, trying to prevent his windpipe from being crushed. It doesn't work, but he can get one leg free, and enough room to jam the limb up the villain's chest, pushing himself away from the Captain, give him seconds to recover. Not enough... The Captain draws his knife, grabs the weakened Lantern's head and then- "Die! Die!"

<No. Not die...>

An explosion echoes through the snowy planet, light filling the dark sky, a smoldering crater around the two men. The Captain suddenly drops the powerless Lantern, and staggers back, terror and fear etched across his face. The Green Lantern jerks up, hands round neck, feeling his body knit back together. "Gar... Wow..."

"What... What's going on?" The Captain staggers back even more, ever closer to the edge of the cliff. "I'm... You... And you... Me?"

“The voices... They told me... Ha!” Jar raises his hand, points the ring. Atomize! Nothing. Destroy! Nothing at all. Kill? The ring is still, silent, not working. The Captain sees his chance, and leaps for the Lantern.

“Give me back my-”

“No chance!” Jar puts all his weight in a mighty punch, sending the confused Captain staggering, and with a good combination of blows, one after the other-

The Captain falls. Not to the ground mind. Eventually he will- after the fall off the edge of the cliff ends and the snowy ground below reaches him. Jar Kell is trapped in another mans body. And The Captain... Has access to the greatest tool in the universe... A smile forms on the blue Lantern’s lips.

<That was a tres fun distraction. Fun, fun, fun for the whole family... Captain? What do you think? > Jar walks forward stroking his bloodied and broken fist. “Fantastico... Why isn’t my new piece of jewelry working? Why isn’t it healing my wounds?”

<It’s not connected right now. Give it time. Have this. > A massive yellow flash fills the area, and a small lantern appears, glowing emerald green. *<Recharge every 24 hours. Be careful. Don’t get caught... Be nice. >*

“Are you leaving me? What about him... In my... Body..?”

<Forget about him. He’s no threat to you now. >

The ring comes back online, and it releases a small hiss of noise unlike anything The Captain has heard before.

{Agamemno

“What was that?”

<The ring is a-ok. It’s working. Ignore the name. Forget the name. No consequence. Of no consequence. > “Ok. What shall I do?”

<Have fun. I'll be around. I'm everything, you know... I'm the universe. I'm infinity. I'm entropy. I'm the beginning of the end... Or was that the end of the beginning? I don't know. I forget sometimes. I'll ask around. >"What's an Agamen...nemo?"

Pain shoots through The Captains soul. He looks down, sees that his new body... This 'Jar Kell's' body... Shaking, convulsing... White, unkempt hair flowing across his face, stubble covering his lower jaw. Lean muscle covered arms and legs having trouble supporting his aching, pained wracked body.

<WHAT DID I... WHAT DID WE SAY? DEFY US... DEFY ME AGAIN AND YOU'LL BE DEAD! DEAD! WORSE THAN DEAD... >

"I... Ow... I'm sorry master... Sir... Dude..."

<Good space-pirate-in-the-body-of-a-space-cop... Good...>

In the centre of the universe lies a grand planet, with barren seas and plains of sands... But also the grandest city you'll ever see, home of two of the most epic wonders of the modern universe. The Citadel, home of the Guardians of the Universe, and near by, a massive monument to justice, to order... The Central Power Battery of the Green Lantern Corps! The planet's name? Oa...

"Tomar Re." The voice is loud, demanding authority... But wise, patient... "We have need of you in the Citadel. Proceed there."

Tomar Re is a strange looking creature, with a large beak like mouth and a strange finned Mohawk streaking across his head. He is one of the best Green Lanterns in the Corp... Second to maybe... Well... Sinestro was better. The best even... Before he succumbed to...before he succumbed to the dreaded LEGION virus... Ok then, second to Kilowog. That's what he'll say. He's modest. He's pretty good though...A little too modest...

"Master Ganthet." He sticks his ringed fist up in the air and bows at the small blue creature. "What do you wish of me?"

“Jar Kell of Sector3598 has requested a full diagnostic of his ring. It seems its playing tricks on him.” Ganthet smiles broadly. “I would like you to take over patrolling his sector for a while, just until the ring is fully checked over. Won’t be long. Is that alright?”

“Whatever you ask of me, Master Ganthet. When shall I leave?” Tomar raises his head, and looks at the Guardian.

“As soon as thank you.” Ganthet looks around. “I am not allowing him to leave the planetoid he is on at the moment though... It would be dangerous for him to fly into space just for the protective aura the ring offers to simply vanish. Once you arrive, send him here via your own ring. Be careful mind... We do not know what could be wrong... For all our knowledge... For all our power... LEGION could have reached the outer fringes of the universe, picking off the more isolated Lanterns!” His face grows stern, serious. “I pray not!”

“I shall send myself there as soon as I leave the chamber!” Tomar nods and leaves.

“Good luck”

Jar stirs. His every movement, his every breath an aching eternity.

He looks down, sees a body not his own. Hells. It wasn’t a dream. Hells! He tries to move but is met by a burning pain in his head. Ok then. He mentally goes through his problems.

- *Stuck in a criminal’s body.*
- *Paralyzed*
- *STUCK IN A CRIMINAL’S BODY!*
- *Someone’s got a ring. His ring. A criminal deviant has got his ring!*

He hears a large crack and the feeling floods back to his body. Healing factor. Snap! This body has its ups! Hmm... Think, think, think... The ring can’t kill... It can maim! Oh hell... And someone’s on the way to relieve him and they could be in grave danger... HELLS! He needs to climb that mountain, get up there and warn whoever comes... He looks up, and sees the size of the task at

hand. Oh frig.

“Got me a ring... Got me a ring!” The Captain is ecstatic. Suddenly his ring tingles, buzzes and a light flashes up. He’s instantly alert, and looks down at the construct in front of him, hovering above his fist. The construct is familiar... Oh hell... It’s of this body... A small green hologram of this body!

What’s going on?

The hard energy construct looks up and smiles.

{You shouldn’t be here

“Wha-?”

{You aren’t brave. You aren’t fearless. You’re just a cowardly little child in the body of a true man.

“Liar! Lyin’ little punk!” The Captain slams the ring to the ground, punching it again and again in the snow. He lifts it up and sees the image laughing.

{That won’t work. I’m in you now. I’m in your head. I’ve got my claws firmly in there and I won’t let go. You messed with the wrong Green Lantern.

A bright green light fills the sky and a man flies down. “Jar?” Not a man... No... Beaked face and with large bright eyes and a small mask covering them. “It’s me! Tomar! I’m here to take over for a while whilst you go in for the diagnostic.”

{Chance seized.

A blast of light fills the air and pushes Tomar back up into the sky. “Jar?! What are you doing?”

“Err... Eh... It’s not me...” That sounded so dumb.

{TOMAR RE. The ring powers up again and a massive construct fills the air. (3. 5. 8. 1. 2. Incursion!

From the Book Of Oa:

35812: Persons a) and Persons b) forcefully/voluntarily swap for the lack of a better terms 'souls'. As seen in the case of Presidential Ambassador and the terrorist leader know as El Iniquity

"Jar? A 35812? Damn'd!" Tomar flies up and looks down at the Captain. "What have you done with Jar Kell?" He points his ring down at the man on the ground.

"I... Um... Am Jar Kell?"

"Lies!" Tomar fires up the ring, shoots blast after blast at the imposter, each beam of energy sapping the will power of his enemy. "Take off the ring and give up now. By order of the Guardians of Oa!"

"Suck on it!" The Captain channels all his malignant mind power into the ring and a ray of energy shoots out, catching Tomar totally un-awares, he plummets down off the edge of the cliff, towards his certain doom. The Captain laughs and then collapses to the ground, his fist smoldering from the misuse of the ring. "Frig!"

"Captain? Captain? Are you there?" Dent quietly clicks the intercom off and overrides the door lock. The Captain is gone! Vanished from his private chambers, whisked away from his many husbands... Dent closes the door and leans against it, black beads of sweat dripping down his pale green face. "Frig! What the hell are gonna' do? What could've happened?" He thinks things through, thinks about the day's events and then comes to an epiphany. The obvious answer. "That damn frellin' Lantern!" Only one thing to do. Go ahead with the plan. And what a plan it is!

"Hells. Hells. Hells." Jar feels his new body ache with every step upwards... The pain seems to enhance his senses... He feels his mind open and then some. "What the? Tomar?!" The bird like Green Lantern plummets from the sky, and at the speed he's at... And the total lack of

consciousness he's showing- He isn't going to live as far as meeting up with the ground he's about to experience so... Jar thrusts out his arm, catches his falling comrade and pulls him close, preventing further harm coming to him.

Still breathing. That's a plus. What could've done this to Tomar Re? I mean come on... It's TOMAR RE! Greatest Green Lantern I ever met... Oh... Second to that purple creep Sinestro... But I liked his moustache, so that made up for his arrogant creepiness... Anyway...

"Tomar. Tomar. Tomar. Tomar." He says his bird like comrades name four times, gently nudging him awake.

"Whuh?" Tomar stirs suddenly, pushes himself out of his savior's arms with a mighty green hand and then looks at him with curious eyes. "Who are you?"

"You might not believe this, Tomar... It's me Jar... You remember? We worked together on that Khundian/ Rannian melee?"

"I remember working with a blue skinned, white haired Green Lantern... Not some purple monstrosity... But then again... I wasn't expecting to be attacked by that very same man two minutes ago..." He looks Jar up and down. "What's with this new get up?"

"Long story... Can it wait? I want to get that guy and get my damn body back." Jar smiles, his purple skin stretching to accommodate his massive teeth. "Shall we?"

"What do you propose, Kell?" Tomar nods his head, and they talk tactics.

<What happened? We vanish to find out our name for a couple of moments and you're hand is on green fire! How does that work, Captain? How. Does. That. Work? >"It was another Green Lantern! And this little hologram won't go away!" He points to the small vision of Jar Kell emitted from the ring.

{Agamemno.

<Oh that's it. That's my name. Thanks little guy. >

“Agamemno! I heard that name before... The first being! Are you the first being?” The Captain jumps up and down, ecstatic about his discovery.

<You said the name. > Thunder racks the sky, a light rain beating down on the snow below. The temperature of the planet increases immensely, and the snow begins to melt.

“Tomar!” Jar looks up, worry etched across his features. “The rain!”

“Yes?” Tomar looks up, and creates a green umbrella to prevent them getting wet. “Is that ok?”

“It’s not rain! It’s the snow! It’s-” What was supposed to come out as ‘melting’ came out as a scream, as water crashes down on the two, pushing the shield down on top of them, crushing them at the base of the mountain. The green dissipates and then... Silence, as the two men have the air dragged out of them by the cold onslaught of melted ice.

<We... I should kill you! But... Oh wait. > Agamemno vanishes. His presence is gone and The Captain is left alone, alive, at least for the moment.

“Sir? Where’d you go?” The Captain spins around and is met with an almighty blow, his uniform ripping beneath the force of the blast. “Ow! That... Them be my ships! Why didn’t you warn me, stupid ring? Like you warned the last guy?”

{“Suck on it!” That was... The ring... It’s quoting him now? The Captain shakes his head and tries to fly, but the ring won’t let him. He’s grounded, and as soon as he looks back up he’s met by barrage upon barrage of concussive blasts beating down on him. {“I... Um... Am Jar Kell?” You say you are him so prove it. The ring flickers power, spurts green energy and then once again silence, apart from the mocking gestures of the construct. {Fight.

“What? No! No! You can’t do this to me! You can’t let me be...” The barrage of canon fire stops all of a sudden, the green aura around him strengthens and then a light appears in front of him. Teleportation... A flicker of light and a flicker of yellow, as fifteen large men leap on him,

covered from head to toe in crushed yellow kitchen mites.

Oh, snap.

“De-” Dent lays into him, beating him with a mite covered pylon, “De-” The aura of the ring prevents the body getting damaged, but the pain is real. Every agonizing blow causing The Captain more and more hurt.

“Get the ring off him! Then we’ve got him!” The four largest, Khunds by the name of Barry, dive on his ringed hand, wrench up his arm and pull so hard on it that the green aura does nothing to prevent the arm from breaking. “We’ve got his arm! We’ve- Whoa” The aura flickers off and then they realise they’ve just pulled off his entire arm. Barry and Barry wince, but then lay into him, beating him until, at last- Dead. Brains spilt across the wet snow, power disappointing into the atmosphere.

Trapped. Trapped under ice... Jar stirs then cringes. “To- Tomar...” He flinches as he feels his every fiber being torn apart. “I... Oh Hells... Tomar, you feather brained frig! WAKE UP!” Tomar stirs, pointing his ring hand up and clearing the snow trapping the pair, then passes out again, only to jerk up and look around. “What did you call me?”

“I... Argh... I had... Have to...” Jar collapses and feels his soul be wretched out of this foreign body, then he feels a gentle tug up, his ethereal being being pulled up toward the heavens.

Not time... Not my time...

All of a sudden another force grabs him, jerks him down, down to his own body. The fourteen men watch as the still warm corpse knits its self back together, the bloody arm being pulled out of Barry’s grasp and being knitted back onto the lifeless remains by some unseen green hand.

Below, next to Tomar, the opposite happens to The Captain. His head bursts suddenly, brain matter and blood spilling across the snow, his arm tears off with an almighty crunch and bruises and cuts appear all over him. Tomar looks around, senses the commotion elsewhere and flies up, flies to the top of the mountain, to witness the events unfolding there.

Suddenly the body of Jar Kell explodes with green energy, the ring shoots back to his hand, and a beam of light shoots through the ghost like Jar. He feels himself be pulled into his body, his own, comfortable body. Then it's finished, over. No more light, no more fireworks, just Jar, in his torn uniform. Lying there, lifeless. "Kell?" Tomar shoots a beam of light at the pirates, trapping them in an emerald box. "Frig... FRIG! Wake up you idiot..." Kell coughs emerald blood and looks around. "Well. That's a new experience." He looks down at his ring, and a construct shoots out of it, smiling, his tiny ringed fist giving him a thumb up.

{Well done.

"Tomar... That's me..." He points at the ragged, gaunt shape protruding out his ring. "It was... You know... My mentor before..." He shakes his head and rubs his blood-covered hair.

"You left your body. The ring must've assumed that you weren't coming back. Used your soul imprint. This is interesting though, like nothing I've seen before. Unique I must say." Tomar smiles and looks at the temporary prison he had formed. "Hells! They just walked through it! Covered in some kind of yellow..." Jar stands up, replaces his tattered uniform with something new and different, and then quietly says. "I'll deal with this."

Days Later. Epilogue:

<That didn't work. It was a flawed plan. Never was going to succeed at it. But I know my boundaries now. The prison won't hold me. The Guardians of the Universe... Presumptuous name. Pretend they're all seeing but they can't see what's right in front of them. >

Jar Kell sits in the Central Battery chamber, his ring tingling and his foot tapping the floor. Ganthet has been discussing his situation for the past hour with the other Guardians, discussing what could've caused this entire fiasco.

The Guardian's chamber opens, and Ganthet floats out.

“Jar. You’ve been through a lot this past week or so. First to lose your body like that... I mean come on... Ouch.” Ganthet smiles. “And the tests we put you through... Just to check there was no residual personality left in that head of yours. Sorry about that.” He nods his head, knowingly. “And we understand that you want to get back to your sector again. I understand that. But...” Jar shakes his head. “We’re pulling you from active duty. Your sector will be reassigned. And you will be stationed here.”

Jar looks up, curious. “What do you mean? I understand you pulling my assignment; I would understand if you sent me home even, but to be stationed here? What does that entail?”

Ganthet nods his head. “Of course, you will have to head back to Kar-lavia Vex for compulsory leave. But when you return you will be only answerable to me. You are a great Lantern, and I think I can trust you. Can I trust you, Jar?”

“Yes, Master Ganthet.”

“Good. Go home. Say hello to your sister for me.” Ganthet nods and floats away, leaving Jar to stare at the floor.

{Agamemno.

<Ganthet! Ohh... I hate his impish self. He did this to me... Imprisoned me here... He will be the first to pay when I unleash my full power...>

{Agamemno.

{Is coming.

The End?

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Blood will run!

The Flash #1 (2005)

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

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

So obviously...

Something has to go wrong!

The Flash #2 (2005)

The Flash: Time Flies: Whispers.

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

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

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

The Adventures of Superman #4 (2006)

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

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

Action Comics #2 (2006)

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

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

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

You won't believe the answer!

And is the man who defeated Superman just a pawn in a much greater game?

The Adventures of Superman #5 (2006)

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

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

Action Comics #3 (2006)

Action Comics: Black Zero, Part 5: Endgame.

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

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

The Adventures of Superman #10 (2006)

The Adventures of Superman: Doomsday.

THIS IS THE FINAL ISSUE OF THE ADVENTURES OF SUPERMAN

Crisis: The Apokolips Imperative, Part 1!

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

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

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

Action Comics #4 (2006)

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

Superman has left Metropolis? Lex Luthor targeted for death?

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

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

Action Comics #5 (2006)

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

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

Action Comics #6 (2006)

Action Comics: Full Circle and the End.

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

Batman #3 (2006)

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

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

Detective Comics #9 (2006)

Detective Comics: Escapism.

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

Batman #8 (2006)

Batman: Half [A] Life.

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

Batman #4 (2006)

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

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

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

Batman #9 (2006)

Batman: Crooked Smiles.

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

Batman #10 (2006)

Batman: Apokolips History X.

Crisis: The Apokolips Imperative, Part 3!

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

Detective Comics #10 (2006)

Detective Comics: Duel.

Crisis: The Apokolips Imperative, Part 12!

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

Batman #11 (2006)

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

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

Batman #12 (2006)

Batman: From the Pit, Finale.

The body count builds as Batman and his new ally fight through the night, and as the Dark Knight finds a survivor from Zsasz's killing spree, he hands the dying victim over to the one woman he

thinks can save her, but then paints a target on her back! That woman? Leslie Thompkins!

Batman #13 (2006)

Batman: Too Many Santas Will Kill You.

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

The Flash #3 (2006)

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

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

And not all of them good!

And behind the scenes, new Rogues are born!

The Question Quarterly #1 (2006)

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

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

The Question Quarterly #2 (2006)

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

Everything is falling apart in the Hub. Lives are ending, lies have been revealed and the truth... Is the one thing that keeps one man, our 'hero', going. But when the truth is at last revealed, and the implications of that fully understood... The one sane man in Hub City might conform to the general taste in insanity...

The Question Quarterly #3 (2006)

The Question Quarterly: Desolation Row.

For our final issue we have a change of pace as things get dark and gritty in Arkham Asylum. Think you've seen Vic Sage at his lowest? You'd be wrong. Think this is the end? Only for now, as The Question faces a darker threat than he has ever before, as

Arkham Asylum suffers a jailbreak at the hands of two dastardly DC2 villains who make their debut in this issue... So when the inmates run free... Where is The Question?

The Flash #7 (2006)

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

The Flash #8 (2006)

The Flash: Time Flies, Finale.

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

The Flash #9 (2006)

The Flash: Speed Demon.

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

The Flash #10 (2006)

The Flash: Flashes of Lightning.

Crisis: The Apokolips Imperative, Part 10!

The body count continues to rise!

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

The Flash Annual #1 (2006)

The Flash Annual: Eulogies.

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

The Question #1 (2006)

The Question: The Devil's Fingers.

The Question #2 (2006)

The Question: See No Evil.

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

The Question Annual #1 (2006)

The Question Annual: Fear and Loathing in Las Vegas.

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

The Question #3 (2006)

The Question: A Night In Their Arms.

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

Powers, Inc. #6 (2006)

Powers, Inc.: Life During Wartimes.

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

Action Comics #17 (2007)

Action Comics: The Linear Man Is Our Only Hope.

Action Comics #18 (2007)

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

Action Comics #13 (2007)

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

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

Action Comics #14 (2007)

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

Action Comics #19 (2007)

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

Action Comics Annual #2 (2007)

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

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

DC2 Special: World's Finest.

Batman #14 (2007)

Batman: Instinct.

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

Batman #15 (2007)

Batman: Masks, Part 1 (of 4).

Bruce Wayne is having a good day. Too bad he hasn't been in the Cave since he got in last night with Vicki Vale. Because when he gets down there and logs on, he's going to discover the terrible fate that has befallen James Gordon. And he isn't going to be happy. Not by a long shot.

The Flash #21 (2007)

The Flash: Ride the Lightning.

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

Batman #17 (2007)

Batman: Hizzoner, The Joker!

Green Lantern #8 (2007)

Green Lantern: Brave New World, Part 1.

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

The Question #4 (2007)

The Question: Sneaking Mission.

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

The Question #5 (2007)

The Question: The Double-Edged Sword.

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

The Question #6 (2007)

The Question: Knocking on Heaven's Door.

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

The Flash #20 (2007)

The Flash: Random Flashes.

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

The Question #7 (2007)

The Question: Here With Me.

An Extra Sized Finale Issue!

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

Wonder Woman #23 (2008)

Wonder Woman: Day of Champions.

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

Nightwing #26 (2008)

Nightwing: Boy Hostage.

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

Action Comics #28 (2008)

Action Comics: Family is Like...

Superman returns home to find his cousin Kara confused and bewildered, and she's not the only one! Lois and Clark a couple? Who is the NEW Clark Kent? Plus another family member finds Superman, and it's not a happy reunion!

Action Comics #29 (2008)

Action Comics: Sons & Daughters of Krypton.

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

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

Green Lantern Corps: Liberation #1 (2008)

Green Lantern Corps: Liberation: Invasion.

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

Detective Comics #33 (2008)

Detective Comics: Trial by Fire, Prologue.

A new creative team and a new direction!

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

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

Detective Comics #34 (2008)

Detective Comics: Trial by Fire, Part 1.

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

Batman Vs the Suicide Squad! It begins here!

Detective Comics #35 (2008)

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

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

Detective Comics #36 (2008)

Detective Comics: Trial by Fire, Part 3.

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

Wonder Woman #26 (2008)

Wonder Woman: The Dead-Beat.

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

Wonder Woman #22 (2008)

Wonder Woman: Day of the Dead.

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

Wonder Woman #24 (2008)

Wonder Woman: All Hope...

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

Wonder Woman #25 (2008)

Wonder Woman: Era.

One tiny event can change everything, and for Wonder Woman, former princess of the Amazons and current defender of the dead isle of Themyscira, currently situated where New York used to thrive, that is a fact she knows too well. With the world in ruins due to something that happened in the world a century ago, during the modern age of superheroics, Wonder Woman is the last Amazon.

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

Wonder Woman #27 (2008)

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

Wonder Woman #28 (2008)

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

Wonder Woman #29 (2008)

Wonder Woman: Twilight.

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

Wonder Woman #30 (2008)

Wonder Woman: Potential.

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

Wonder Woman #31 (2008)

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

Things start falling apart. Donna Troy is haunted by dreams of her past, Diana is confronted by a shocking new destiny, Mt. Olympus suffers a crisis of its own, and Steve Trevor is not left untouched by the growing evil that spreads across the world. This is only the beginning...

Batman #34 (2009)

Batman: Don't Say a Word.

In this issue, Commissioner Gordon, Sergeant Bullock, Black Mask, Wildcat, Hush, Robin, Alfred Pennyworth and even

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

Batman #35 (2009)

Batman: The Big Heat.

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

Batman #37 (2009)

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

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

Detective Comics #39 (2009)

Detective Comics: What Are You Afraid Of?

Arkham Asylum has been replaced by a bigger, better institution, spearheaded by Wayne Enterprises. During the prisoner transfer, an old enemy escapes-- but in twenty minutes, what can one mad man do? A lot, it seems, as secrets and horrors from Jonathan Crane's past haunts Gotham City as a living embodiment of fear runs free!

Batman #39 (2009)

Batman: Surface Tension.

Jason Todd is Batman?! Dick Grayson is missing, presumed insane?! This issue, Black Mask makes a move against the city, prompting the new Batman and Robin team to launch an all out

offense on the Gotham Underground, all the while Hush and Constantine Drakon make their presence known in Gotham City, and while two "old" players appear on the scene, promising many nights of mayhem for the city of Gotham!

Batman #40 (2009)

Batman: Confinement.

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

Green Lantern #20 (2009)

Green Lantern: Secret of the Star Sapphire.

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

Batman #41 (2009)

Batman: Until Death.

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

Green Lantern #21 (2009)

Green Lantern: Infect, Part 1.

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

Batman #42 (2009)

Batman: Fear of the Dark.

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

Green Lantern #22 (2009)

Green Lantern: Infect, Part 2.

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

Green Lantern #23 (2009)

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

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

Wonder Woman #32 (2009)

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

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

Wonder Woman #34 (2009)

Wonder Woman: The Good Old Days.

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

Batman #46 (2010)

Batman: The Way Things Will Be.

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

Shazam! Special #1 (2010)
Shazam!: Sons of their Fathers.

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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