



Nightwing #26
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Published: 2008

Categorie(s): Fiction, Fan Fiction

Tag(s): Comics DC2 Nightwing Starfire "Lock Up" Batman

Prologue

I'm lying on my side. Have been for a while, I surmise, due to the fact the right side of my body is numb from putting my weight on it for too long. Someone hit me over the head. I can tell because my skull feels like it's dancing free of its moorings. I see... nothing. Darkness. I can taste salt in the air. I assume the worst. A metallic tang hits my tongue, and I swallow. I listen hard, trying to discern anything about my surroundings. I need to get my bearings. Hands are tied behind my back. Wire, not rope, taut, digging into my costume and my skin. Ankles too. Eyes are covered, though not ears. Sea. I hear the sea. I tense my muscles, and then I hear movement. I freeze.

"I know you're awake, Nightwing."

Play dead. Play quiet. I don't recognise the voice. It's muffled though. Full face mask. Who do I know that wears a full face mask...?

The kick in the gut catches me off guard. I can't play off the gasp of pain as an unconscious one. I take a deep breath. "Oh, sorry, I was drifting off again. You rang?"

"Nightwing. Formerly Robin, the Boy Wonder." Lot of hate there. It's audible. "Nygma used to call you the 'Boy Hostage'. I can only assume you're the same kid. I can only assume. I didn't know you back in what Crane called the 'good old days'."

Another kick. I roll with it, and it helps lessen the blow. I hear the creak of leather before it connects, and I guess that means he's wearing body armour. Heavy duty stuff by the sound of it. A crack of light darts in my eye. Whatever was covering them has come loose. I see grey.

Full face mask, grey armour... I make a list in my head. Knowledge of the 'classics'. No bells ring. But I remember regardless.

"Nygma, Crane, you're spewing off the names like you know them, but I don't think we've met... I mean, hey, you know me, but I don't know you. Introduce yourself."

The blindfold comes off in a snap. “You ruined me, you and your daddy did.” He’s massive. Bigger than me. Bigger than two of me. His shoulders broad, the muscles tight. Who the hell is this guy? “All I wanted was to make Gotham safe for my wife and baby. Now she won’t even look at me, and you know what I got when I was in Blackgate? Divorce papers. And all I tried to do was clean up a city.”

Another kick. I feel a wet thing come loose in my chest. I wince, but I need to figure out this guy’s game.

“H-he’s not my—*Oh, what do you care...* So do I get a name?”

“You can call me Lock-Up. That’s my make-believe name.”

Lock-Up. Lock-Up. Think... Think... Two years back? The inside job at Arkham? The security chief who broke *in* and kept a dozen or so inmates in the secret levels below the Asylum... What was his name? Bolton! Lyle Bolton.

“So what now, Lock-Up? Going to kill me?”

He scoffs. His mask ripples and I can tell he’s smiling. “Kill you? No. I’m no idiot. But I want to see you live up to that old nickname.” He kicks me again and I don’t react in time. He takes advantage of this moment of— let’s call it ‘distraction’— grabs my foot and begins to drag me across the pier. I struggle to get free but I’ve got no leverage. He picks me up by my leg, and drops me inside something. My eyes freeze open when I realise what he’s doing.

The metal casket lid slams shut, and I hear him working the power drill through it.

Oh, no. This cannot end well.

Nightwing
“Boy Hostage”

Written by Charlie Wilkins
Cover by Ramon Villalobos
Edited by Ellen Fleischer

Pitch black. I should be getting used to this. I can breathe. That's something. My utility pouches have been emptied. He's a smart cookie. I slide my hands down my back, and find the hidden compartment in the back of my costume. Flat packed nightarangs. I get one loose, and then I hear someone dragging the casket. I don't react. What's the point? He's got his agenda.

Boy Hostage. Goddamn it. Always hated that moniker. Every three weeks or so, tied up in a death-trap. 'Bat bait'. Bruce always saved me. Of course he did. But still... Didn't make being captured any sweeter. The wire is still taut against my wrists. I try not to move them too much; the fabric of my costume is tearing with every motion. I get a nightarang between my fingers, and flip it forward, nearly cutting my thumb on the edge. We used these with metas. Took the fight right out of them. Bruce used to use this type back in the early years, when he was a little more brutal, a little less refined. They got the job done then... And they would now. The ground beneath me shakes, but I know it's this damn death trap I'm inside of.

I hear a muffled voice outside. "Sleep well, chum." Then with one final heaving effort—

"Are you alright, Richard?" Koriand'r smiled that million-dollar smile of hers, and he couldn't help but return it.

"I'm fine, Kory. Just thinking." He played with his straw, globules of coke dripping on the table beneath the glass.

"Penny!"

Dick was pulled out of his daydreams by this sudden bark from Kory. She smiled, emerald eyes piercing his own. "Pardon?"

“Penny. For your thoughts.”

“I’m just... thinking. About stuff. Ha, stuff, can I be more vague? Umm. No. Probably not. I’m thinking about Gotham. About when I was a kid. When I was Robin.”

“Robin,” mused Kory, as she sucked her straw and drank her lemonade. “I loved your green short shorts. Not to mention the pixie boots.”

“Thanks,” replied Dick, taking her hand, kissing it gently, then laughing with her.

What was that? The casket wobbles. That was water! I hear the splash, the sucking of water as I descend... Ok. Think. When he pulled off the blind fold I got a good eye of where I was. The pier. Pier A in Battery Park? Probably. And in the distance... Old Lady Liberty. About a mile away? Ok. Think. Think... Oh, this is fantastic. The wire comes loose with one final snap of the nightarang, and my hands are free. I go on autopilot, pure survival, and my hands search frantically. There’s no water coming in, but... My fingers find the top of the casket, and there’s a weird tube just above my torso. My glove slides off with ease, and I put my hand just under it. Air. Ok. So that’s how it’s going to be.

I roll over on my back again, and pull out the survival pack. I don’t even need to chew on the energy bar. A beach-side dinner with Kory was filling enough, and... Yeah. I realise now I probably shouldn’t have told her to head back to the Tower. I probably shouldn’t have gone off vigilante-ing without some back up. But why would I need back up? It’s been bugging me for a while, this thought. Has being with the Titans blunted my abilities? I mean, with Bruce, it’s different. We’re partners. We rely on each other. We take on double the odds, and we win. But with the Titans... it’s like... babysitting, sometimes. Giving orders. Making suggestions on the proper way to knock a guy out from twenty yards away without using ones hands... I needed to clear my head. So I hopped on my motorbike, and then hit the rooftops. Then the rooftops hit me. Lock-Up—Lyle Bolton—must have been lying in wait. Hit me before I knew what... hit me. And here I am now. I crack open a glow stick. The light is comforting. For a moment, at least. Then it dawns on me. In

the dark, there was no dimension to the casket. But with light pervading every corner of it... it's tiny. I'm in a coffin. Floating under the...

...Wait. I heard... Or felt... A bump. I think I've hit the harbour floor. I don't dare move. I could be caught on something, and precariously balanced. Damn. Damn. Ok, I don't like this. But I'm not twelve anymore. I'm not the 'boy hostage'. More like *man hostage*. That would seem more appropriate, right now. No. Get that thought of your head, Grayson. Need to think.

I check my rebreather. It's functional. That's good. If a leak pops open, that's a start. It's also just one more thing that would prolong my death. Whoa. I'm getting all morbid all of a sudden. That's not a good way to be thinking. Admitting defeat is just that: admitting defeat. That's the kind of attitude that—

"Again." Bruce motioned for Dick to pick himself up off the mat.

The boy didn't move. "If you keep knocking me down, I don't see the point of standing up. It's not fair."

Bruce didn't look away from him. The boy had been receptive to his training so far, but he was struggling with this one move, and it was beginning to frustrate him. "You need to learn this move. You need to learn the proper technique. Fair doesn't come in to it. You agreed to be my partner, Dick. So you need to learn..."

"Fine, fine." The young Grayson climbed back up to his feet.

"You never give up, Dick. You never, ever, give up. That's showing weakness. If you give up, you admit defeat, and that's just one step away from defeat itself."

"Cool, I get you," Dick moved toward Bruce. Bruce dove for him, and Dick side stepped, grabbed his shoulders, and leapt up, landing on Bruce's back, his arms wrapped tight around the Dark Knight's exposed neck. Bruce nearly fell over, but recovered. He patted Dick on his back.

"Ok, that was pretty good."

“Pretty good?” Dick leapt off his guardian’s back, and landed softly on the mat. “I had you, Bruce! I had you fair and square.”

Bruce smiled. “Again.”

“Again,” I find myself saying, even though I have no reason to. I shouldn’t talk. I don’t know if the air is in a tank, or if the pipe leads up to the surface. What can I do? I look at the equipment I’ve placed on my chest. Flashbangs. Nightarangs. C4 explosive. Ha. Yeah. Genius. If I set off the explosive, I’ll not only free myself from the casket, I’ll also turn myself to pudding. Fun. I feel the tube again. It’s thick. Twice the circumference of my thumb, maybe. I don’t know. It’s hard to look, at the angle I’m lying. My legs are still bound tight. That could be a problem. I can’t pull them up toward my hands, or move my hands down toward my legs. If I get out of here, that’ll be my first obstacle, freeing my feet before I drown. Or I could mermaid it to the surface. But if Lock-Up is waiting... I holster the nightarangs in the pouches behind my back, for easy access.

What could Lock-Up want? To draw Bruce out? I haven’t spoken to Bruce for months. Batman. It’s Batman when the mask is on. Get that right. I begin to shiver. The metal is conducting the cold. I fumble to get my glove back on, and even then, it doesn’t do much.

I didn’t think to wear my thermals underneath today. I didn’t figure on getting buried at sea. Or fighting Mr Freeze. Mr Freeze! That’s an idea. I move the C4 back in to its waterproof pouch, and I fiddle with my wrist to trigger the costume’s automatic defrosting mode. There’s a sudden rush of warmth. In the light of the glow stick, my breath becomes visible in front of me. Weird. The cold subsides, but I know that the jolt of warmth will fade soon. A stopgap to prevent my internal organs from slowing. At least in the short term.

I need to get out of here. Need to stop Lock-Up. I’m no one’s hostage. Not anymore.

Then an idea dawns on me. A downright stupid idea that’ll end up

killing me if I'm not careful. But I don't live a life with safety nets. I'll use them if they're available, but I don't need them. That's what my parents did, that's what I did, that's what... I do. Damn.

I'm too young to want to recapture my youth.

The C4 comes out of the packet with ease. My fingers find the air tube even more easily. C4 is malleable; I can wrap it around things. I can't put it around the inside of the casket because the blast would, in all honesty, really, really, hurt. And when I say hurt, I mean kill me. But if I move it up the tube...

I push it up as far as I can reach with my fingers. It's a painful process, the angle where I'm at and where I have to get the plastique causing my fingers, wrists and arms to burn with the strain. Then, when I get it as far as I can push, I grab another glow stick, and ram the explosive up a bit higher. I'm not going to joke, this could kill me. If I haven't got it as far away as I need it to be, it could just blow *me* up, but if I get it just above the casket lid, I can probably blow the *lid* off. Probably. This is all guess work and hoping and praying. At least, I think, if it explodes, it could buckle the lid, and I could probably pry it up. Though I would have to fight off the ocean, and whatever headache I've got from nearly exploding myself...

I work fast. I wrap a length of fuse around the glowstick, and jam it in the C4. God. This is going to be an uncomfortable way to die. Really. Honestly. Painful. The fuse leads down to my glove. It's a simple job now. Flick the switch. Trigger the explosive. Pray to whatever God *How'd you get that one?" Alfred Pennyworth was busy stitching up a nasty Killer-Croc induced flesh wound that streaked down Bruce Wayne's back. Dick pointed to a bullet shaped scar just above the Dark Knight's shoulder blade. "How about that one?"*

"I took a bullet for Harvey Bullock." Bruce winced as Alfred dug the needle into his back. "He was slow. The Joker's booby trap wasn't. Ow."

"Quiet sir. Wouldn't want anyone thinking you weren't enjoying this."

"Hnn."

"You took a bullet for him? But he's a police officer, wouldn't he be... Probably... Umm... Better qualified to take a bullet?"

"Dick— OW ALFRED!"

"Sorry sir."

"Hhn. Dick, in this line of work, we do what we have to do. If I have to take a bullet for someone, I'll take a bullet for someone."

"And I, Master Grayson, will indulge Master Bruce's sadomasochistic campaign of violence, and remove it for him. Usually without anaesthetic, at his insistence."

"Sadomaso...what?"

"I'll tell you when you're older," smiled Alfred Pennyworth, as he tied a small knot in the stitch he had just finished.

"And even then," added Bruce, "maybe not."

"When I'm older," I repeat it. Like a mantra. "Screw it." I place the rebreather in my mouth, and trigger the explosives. No going back n—

Everything goes white for a moment. The casket rocks, the lid of the coffin buckles, and water begins to pour in at the edges. I grit my teeth and suck on the rebreather to make sure I don't scream. I can't let the ringing in my ears deter me. With one almighty effort, an effort that I didn't believe I had in me, I heave my legs, and push, push as hard as I can. The lid comes off, and I knock it away with my free hand. I place my other hand on the base of the coffin, squat down, and then push up again, and begin to swim to the surface. Everything is numb. Glass and debris in my head, every thought on survival. Every thought a painful hurdle. Where's the air? I'm forgetting to breathe. I need to breathe. I suck on the rebreather, and then when I reach the surface I nearly scream! The cold night air is like a smack in the face. The pier is just overhead, and I yank myself up. Breathe. Breathe. I look up, and there he is.

“What in God’s name...”

“Lock-Up,” I growl. It’s a Batman growl. I don’t mean for it to come out like that. But I’m angry. I don’t know what else to do. “Get on the floor. Right now.”

“...Ten minutes. You were down there for ten minutes. What the Hell?”

“I warned you.” The nightarangs fly. One hits him in the knee. He staggers, one leg still holding him up. I ignore his howl of pain and pull myself toward him. A roundhouse kick to the head and he goes down hard. I look at him. “Wait. Did you say... ten minutes?” The cuffs barely fit around his wrists. He’s all muscle.

I pat him down, collect my Titans-communicator, and call the NYPD. I give them the information needed to collect him, and I look up to the sky as the world continues to turn.

It’s a beautiful night.

I look at Lock-Up, and check the handcuffs, then slump against a wall. Things dawn on me. I realise that nothing’s changed. I haven’t lost anything since joining the Titans. Actually, I think I’ve gained something. Friendship, maybe? I haven’t blunted my skills from ‘babysitting’, I just haven’t exerted myself because I’ve had people watching my back. But if I need to... If I have a reason... There’s no question. No hesitation. I was trained by the World’s Greatest Detective. The Dark Knight. There’s no point in doubting myself. Best thing to do now? First, get my rib checked out and second, keep moving forward. Keep moving forward because that’s all we can ever do.

I smile, sirens wailing in the distance.

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?

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!

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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