



Detective Comics #0

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Detective Comics
Issue 0: "Lustmord, Prelude"
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Her name was Eliza. It wasn't her real name— she had left that behind long ago!— but it was a comfortable bit of anonymity. She didn't want the sharp-eyed men at the club where she danced to become too familiar, and she certainly didn't want her johns to call her the same thing her sainted grandmother did!

It had been a slow night. She had walked the streets near Robinson Park, and other than a quick assignation with one of Gotham's finest, she had had no business. The early October chill was settling in her bones, and she pulled her shabby clothes closer around her, deciding to return to the dirty two room tenement apartment she shared with another girl and get some rest. Maybe finally call her Momma, tell her she was alright...

It was a long way back to her seedy, rundown neighborhood in the Bowery. Public transportation in Gotham wasn't the safest after dark, but it was safer than walking... She considered trying to find that cop again, convince him to give her a ride home, but thought better of it; he had *hurt* her, and she felt better off having nothing further to do with him. She would chance it. Besides, she had the little snub-nose .38 in her purse, still...

The garishly lit bus, occupied only by her and a muttering drunk, sitting in the back, let her off on Kane Street, as far as buses would go into the neighborhoods of the Bowery, and she headed for her building, head down, looking neither left nor right, passing alleys where rats scurried, and homeless people gathered around fires in trash-cans to keep warm. Chancing a shortcut, she turned down a deserted street, the bent and

twisted street sign proclaiming it 'Park Row', and picked up her pace.

None of the streetlamps worked here, and it was very dark, but light from the moon cast long creepy shadows down the derelict alley...

One of them moved.

Eliza froze, at first not sure if she had seen right; but from a cul de sac, came the sounds of measured footsteps.

She had heard that Batman, the mysterious protector of Gotham's streets, often lurked near this place, the rumors saying that it held some significance for him...She prayed it was the Dark Knight, now, tentatively calling his name in a little, weak voice.

It was answered by a throaty chuckle.

"Batman can't be everywhere, sweetheart." Came the soft, silky voice. "I'm just another john, looking for a good time tonight..."

"A john...?" Eliza squinted to catch a glimpse of the man as he emerged from the dead end, though lingering still in the shadows.

"A john. But you can call me Jack." She caught the glint of moonlight on teeth.

"I don't know... I'm real tired, mister. I think I'm done for the night." She jut her chin out as bravely as she could, reaching towards the gun in her purse.

"Well," The stranger replied with a certain amount of glee; there was the 'snikt' of a switchblade being drawn. "You *are* right about that..."

It was nights like these that made Jim Gordon question his faith in humanity. How one person could be capable of performing such an act upon another...? As if the human body was only a husk of meat fit for butchering...

His boys were all over the alley, securing the crime scene, but the forensics team had yet to arrive. Lights from the patrol cars swirled red and blue, illuminating a ghastly display of violence: the prostitute lay on the floor of the alley, opened up like a gutted fish. The acrid smell of vomit was still on the air from the rookie beat cop who had discovered her...

Gordon sighed, and as if by instinct, looked up to see the flutter of dark wings.

He climbed the fire escape, and found the Dark Knight waiting for him on the rooftop.

Preferring the shadows, Batman was perched on a nearby ledge, with a gymnast's balance, by a weather-worn gargoyle, his cowed face turned down into the alley.

A little out of breath from the climb, Gordon noted: "Everyday, I think I've seen the worst this city has to offer. Everyday, something else proves me wrong."

"This is the third girl this month." Batman remarked, in his harsh whisper of a voice. "Same *modus operandi*. A prostitute, sliced from groin to throat. We have a serial killer on our hands, Gordon."

The police detective nodded, lighting up a cigarette. "When the papers get a hold of this, we're going to have a panic on our hands. I assume you had a look at the scene before we arrived...?"

"Yes. This one put up a struggle, seems she actually fired a gun at him. Your boy's will find the bullet embedded in the far wall eventually. The gun is missing, but she has powder burns on her hand. There's a lot of blood in the alley, so it's impossible to tell if she hit him before the lab does their analyses. It's unlikely, though. Her resistance only appears to have made his assault more vicious. This one's the worst, yet. Unlike the others, which had all the earmarks of surgical precision, he got messy with her."

An involuntary shiver ran up Gordon's spine, and he did his best to blot out the vision of that poor girl below. She was not much older than his

own daughter Barbara...

"Anything else?" Gordon got back to business.

The cowl turned to face him this time, the stark white eye slits as unnerving to him as the hosts of Gotham denizens he terrorized.

"One more thing. Further down the alley, there is a word scrawled on the wall in fresh blood, presumably the victim's. *Lustmord*. Does that mean anything to you?"

Gordon frowned, shaking his head slowly.

"No. But it doesn't sound good."

Batman grunted. In one graceful movement, the Dark Knight stood up, his grappling hook in his gloved hand.

"Unless we stop him, he'll kill again."

With that, he hurled the grappling hook, and swung away into the night, leaving Gordon by himself on the rooftop.

The next morning, Alfred Pennyworth found his master asleep in the cave in front of a glowing computer monitor. On the screen was an internet article entitled "*Lustmord: The Joy of Murder*, by Dr. Hugo Strange, PhD, University of Munich."

The butler suppressed a shiver, and gently woke his master.

Bruce raised his head, instantly alert. He clicked off the screen and accepted the cup of steaming coffee from Alfred with mumbled thanks.

"Dreadful business, sir." Alfred commiserated. "Who'd have thought Spring-heeled Jack would come to Gotham...?"

Bruce's gaze was far away. "Nothing surprises me anymore, Alfred. And I wouldn't be too quick to make a copycat connection to the Whitechapel

murders. It seems too obvious. Like someone is trying to throw suspicion elsewhere.”

“Begging your pardon, Master Bruce, that’s not what Ms. Vale has to say.”

He handed his master a rolled copy of the morning edition of the Gotham Gazette.

***The Gotham Ripper Strikes!
New Serial Killer on the Loose in the City! Police Baffled!
By Vicki Vale***

In circumstances eerily reminiscent of the murders in Whitechapel, London, in the summer of 1888, a slain prostitute was found in the area of the Bowery known as ‘Crime Alley’, late last night. Sources in the GCPD reveal that this is actually the third girl found similarly slaughtered since September 10th, but as yet the police have no leads...

Alfred cleared his throat meaningfully.

“Sir, do you suppose there is some significance in the site of this heinous deed?”

Bruce dropped the paper in disgust.

“Perhaps. The crime scene was slightly different here. The killer wrote something on the wall this time, as if he was trying to send me a message.”

“Lustmord?” Alfred guessed, remembering the name of the article his master had been poring over when he had fallen asleep.

“Yes.” Bruce said in clipped tones. “But then, it could be just a coincidence; they don’t call it Crime Alley for no reason.”

But neither one of them believed that.

Getting to his feet, Bruce stretched, and rubbed his stubbled chin.

“Alfred, cancel all my appointments today. Tell Lucius I’m not going to make the board meeting today, and that he should do whatever he thinks is best. And prepare the car for me. I’m going to have a shower, and then Bruce Wayne is going to pay a visit to the new chief psychotherapist at Arkham.”

“Very good, sir.” Alfred nodded, collecting the cape and cowl that had been dropped to the floor late last night. “Oh, and sir, Master Dick called again this morning. I told him—.”

Bruce’s face was expressionless.

“Tell him not to call any more, Alfred.”

Alfred sighed at the retreating back of his employer and surrogate son.

“Very good, sir.”

The Rolls Royce pulled up to the iron gates of the Elizabeth Arkham Asylum for the Criminally Insane, where even the sun seemed to retreat behind gray clouds.

Impeccably dressed, Bruce Wayne emerged from the car, trying not to scowl. He hated this place. Perhaps it was a *necessary* evil, but it was still evil.

Inside, he was met by the director, Dr. Jeremiah Arkham, who shook his hand glumly.

“I must admit, Mr. Wayne, your phone call still has me a little confused. I wonder about your sudden interest in funding our hospital... I had no idea your philanthropy was so... embracing.”

Squeezing the smaller man’s hand perhaps tighter than he should have, Bruce forced himself to wear a banal smile.

“Yes, well, my contributions *would* be completely tax deductible I’m told, so...”

“Hm. Yes.” Sniffed Arkham distastefully. “Anyway, you’ve asked to speak with our new chief psychotherapist, I believe? He’s just finishing up a session with an inmate, allow me to escort you.”

He led Bruce down the wood-paneled hall, past the security checkpoints and into the heavily fortified areas of the old Tudor mansion, talking all the while.

“Professor Strange was actually quite a coup for us. He was one of the most eminent practitioners in Europe; practically put the University of Munich on the map, as a matter of fact.”

“How did you manage to lure him over?” Bruce feigned a disinterested yawn.

“Well, let’s just say that Arkham Asylum has a reputation for the most fascinating subjects a psychotherapist can find.” Was that pride in the fool’s voice? “Believe it or not, Professor Strange approached us...”

After a few minutes, and a descent down a flight of broad steps, they came to a hall lined with cells, fronted not with bars, but with inches of impenetrable plexisteel. As they made for the office at the end of the hall, Bruce stared steadily at some familiar faces through the transparent walls: a straight-jacketed green haired albino who blew him a kiss, giggling soundlessly, a terrified scarecrow of a man who cowered in a corner of his cell, gibbering...

Voices came through the door at the far end of the hall.

“... but until you do, Mr. Druitt, the dreams will keep coming back, each more vivid and disturbing than the last...”

Arkham held them by the door, but Bruce could see into the well-appointed office. It was comfortable, all of wood and red leather, and the doctor sat back easily in his thick cushioned chair, a bald man with round spectacles and an old fashioned beard with no moustache. His patient sat with his back to them, a man with defeated, slumped shoulders

and graying hair.

"Sometimes... in the daytime... the voices aren't so loud... and I can think clearly... clear enough to tell myself they're not really there, telling me to do those awful things..." Said the patient in hopeful, trembling tones.

"Excellent, Montagu!" The doctor reached over and patted his patient encouragingly on the knee, causing Druitt to flinch. "Well, that should be enough for today. We'll talk again tomorrow!"

A guard that Bruce had not noticed before, uncuffed Druitt from the chair, and escorted him by the elbow from Strange's office. As the patient passed Bruce, he gave him a long, plaintive look, until he was led out of sight, back to his cell.

"Gentlemen, gentlemen, come in!" Hugo Strange gestured emphatically. He spoke with only the slightest trace of an accent, just enough to make him sound foreign. He shook hands with Bruce, but merely nodded to Dr. Arkham cursorily.

"Dr. Arkham has told me of your sudden interest in our institution, Mr. Wayne! Tell me, how can I satisfy your curiosity and our budgetary concerns at the same time?"

With a polite smile, Bruce took the seat that Montagu Druitt had just vacated, as Arkham excused himself and Hugo Strange resumed his own seat.

"Well, doctor, to be honest, I've already decided to donate a sizable sum to upgrade the security measures here; I have a passing interest in keeping Gotham as safe as possible. But, if I may say, psychology and the study of human nature is something of a hobby of mine, and when I saw that you'd accepted a position here at Arkham, I had to find a reason to talk to you, the foremost practitioner of psychotherapy in the world today."

"Naturally so, naturally so." Strange nodded with a genial smile. "Well, you see, I predicate all of my work on the susceptibility of the human mind to unconscious desires, and the exercises necessary to re-shape

those desires...”

Bruce let the doctor go on for several minutes about his latest research and theories, and about the various cutting-edge methods he employed to rehabilitate the psyche. After several minutes, when Strange paused to take a breath, Bruce cleared his throat and interjected: “Actually, doctor, I am very curious about the concept of *lustmord*. You wrote an article about it some years ago...”

The professor’s face darkened a little.

“Ah, yes. It is a German term: the joy of murder, or pleasure killing. There are some depraved individuals who derive their greatest satisfaction from personally snuffing out life. Usually, it is closely linked to a destructive sexual drive, but not exclusively. The twin urges of procreation and violence are not precisely antithetical in such individuals. This is a very serious mental disorder, but there have been very few actual documented cases...”

Bruce pulled out the article he clipped from the Gotham Gazette from inside his coat.

“What do you make of this, professor?”

“Ah, yes, that ‘Gotham Ripper’ story.” He barely glanced at it before setting it on the desk. “Let me differentiate between your garden variety sociopath and the concept of *lustmord*. Most killers do their bloody deeds because of some deep-seated neurosis: their daddy beat them for wetting the bed, their childhood sweetheart scorned them at the prom, or for a hundred different reasons. These people do murder as an expression of this disconnect from societal norms: their own version of psychotherapy, if you will. These people are criminals who make mistakes, and often subconsciously want to be caught. The *lustmord* killer is a completely different animal. He kills for the pure ecstasy of it, for the orgasmic joy he experiences in the taking of another life. This is not a power issue, to be sure! Or a revenge issue. It is pure, unadulterated gratification! And he will never give it up. If our Ripper is indeed a victim of this disorder, he will, perforce, do anything in his power to be allowed to continue his murderous rampage.”

That night, a spotlight shone the symbol of the bat in the skies over Gotham.

Detective Jim Gordon waited on the rooftop of the precinct house, smoking a cigarette, but he wasn't alone. A leggy blond woman with chic glasses and designer clothes waited with him. Vicki Vale, sensation-
alist reporter for the Gazette, held a manila envelope in her hand, and looked worried.

"Does he always take this long?" She complained, shivering a little in the chill October wind.

"Well, I don't think he's just sitting around waiting for us to call him, Ms. Vale." Gordon commented, and would have added if he were less than the gentleman he was: "And maybe you wouldn't be shivering if your skirt wasn't so short."

"I'm here."

The two spun, taken unawares by the voice from behind them. His cape billowing in the same wind that whipped Vicki Vale's skirt, Batman dropped to the rooftop from where he'd been watching them atop the electrical shed.

"What is it?"

Vicki swallowed, and approached the Dark Knight cautiously.

"This came to the paper tonight, addressed to me." She extended the envelope to him, and he took it wordlessly, withdrawing the single sheet of paper from within.

It was a letter, smudged in red blots.

From Hell,

I have been so clever but now you've found me out, at play in the fields of Gotham! I have done no ripping in a long while but I think I like this town. I shall be sending you some souvenirs if you like, some of the thick red stuff (I saved a little from last time— the whore bled like a pig!)— My work is never done, and I shall do it till I am as bent as the crusty knife on my bed-stand. Back to the grind now. I think I will do two tonight, and save you some of the juicy bits.

*Yours ever truly,
Saucy Jack.*

Batman's lip curled involuntarily, and when he looked up, the usually unflappable Vicki Vale was wearing an expression somewhere between disgust and fear.

"What does this mean?" She demanded of him. "Why did he send it to me? Because I wrote the story? Am I in any *danger* from this maniac...?"

From over her shoulder, Batman and Gordon exchanged a wordless look that spoke volumes.

The Dark Knight let the bloody letter fall from his fingertips, then without another word, turned and leapt off the roof, his grappling hook shooting out in the nick of time. He swung away across the Gotham skyline and into the night.

"But, wait—!" Vale called in vain after him. She spun angrily on Gordon. "Where is he going?" She demanded.

"I imagine, Ms. Vale," The detective blew out a trail of smoke, then flicked the butt down, grounding it out on the asphalt of the rooftop. "That he's going to save your life."

TO BE CONTINUED!

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

The Adventures of Superman #0 (2005)

The Adventures of Superman: Lost Sons of Krypton, Prelude:
Strange Visitors!

A strange visitor from another planet comes to Metropolis--- and Superman is all that stands in his way! It's a battle royale in the skies and streets of the City of Tomorrow as a mistake from Jor-El's past comes back to haunt his son. And intrepid reporter Lois Lane is onto the story of her career, but can the Man of Steel save her when she goes too far?

The Adventures of Superman #1 (2005)

The Adventures of Superman: Lost Sons of Krypton, Pt. 1: A War of Brothers!

Zod, the Destroyer of Krypton, has come to Earth, and with his Tigris and Hound, the bastard son of Jor-El, at his side, can even Superman stand against him? Meanwhile, Lois plays a deadly game to get to the bottom of the sinister machinations of Lex Luthor!

The Adventures of Superman #2 (2005)

The Adventures of Superman: Kingdom of Zod.

Superman leads a desperate assault on the Antarctic Kingdom of Zod. But even with the aid of an unexpected ally, can the Man of Steel overthrow the might of the Destroyer and his Doomsday Bomb?

Wonder Woman #0 (2005)

Wonder Woman: A Game of Gods and Men, Prelude.

Meet the Amazing Amazon as she hosts a summit of world leaders at Themyscira House--- but danger stalks the hallowed halls as a familiar foe lurks, thirsty for the blood of her enemy Wonder Woman! Meanwhile, on Paradise Island, former USAAF Colonel Steve Trevor becomes embroiled in the deadly affairs of gods and men--- and learns that sometimes they are one and the same!

Detective Comics #1 (2005)

Detective Comics: Lustmord: Shadows and Fog.

The mystery of the Gotham Ripper deepens as his murderous rampage continues. Batman haunts the streets and shadows, determined to bring the lunatic to justice, but in Arkham Asylum, plots are laid for the Dark Knight's demise!

Detective Comics #2 (2005)

Detective Comics: Lustmord: An Uncommon Fondness for Blood. With Vicki Vale in the clutches of the Gotham Ripper, Batman must contend with a foe who has studied him for years--- and discovered his secret identity! This is the gruesome conclusion to the Lustmord storyline!

The Immortal Legend of Hawkman #0 (2005)

The Immortal Legend of Hawkman: Under Ancient Stars.

In the days of the pharaohs, in the land of the pyramids, is born a hero for all time! Defying the will of men and gods, Prince Khufu and his beloved Chay-Ara embark upon a destiny filled with triumph and tragedy, sacrifice and murder. With the wizard Nabu and the champion of Shazam who will one day be known as Black Adam at their side, they must use the power of the otherworldly Thanagarian Nth Metal and the gifts of the hawk-god Horus to defeat the villainous immortal tyrant known as Vandal Savage! Born in the fires of war, undying passion and treacherous betrayal, this is a definitive retelling of the ancient origin of the hero who will be known as--- Hawkman!

The Immortal Legend of Hawkman #2 (2005)

The Immortal Legend of Hawkman: Wings of Destiny, Part 2.

The two part origin arc of the Golden Age Hawkman concludes as Carter Hall takes up the mantle of the immortal hero and races against time to save Shiera Saunders from the clutches of the villainous Dr. Anton Hador! But first he must survive the attack of the undead Sons of Anubis, and defeat the man who is destined to slay him!

The Immortal Legend of Hawkman #1 (2005)

The Immortal Legend of Hawkman: Wings of Destiny, Part 1.

"Wings of Destiny, Pt. 1" First in a two part origin arc! It is 1938, and the world hovers on the brink of war... Troubled by dreams of past lives, museum curator and archaeologist Carter Hall receives

a mysterious package from a lost colleague that sends him across the globe to Egypt, where he will be reunited with an immortal love and encounter an enemy that stalks him through the ages! A hero discovers his destiny as the Golden Age Hawkman is born!

Wonder Woman #1 (2005)

Wonder Woman: The Swords of the Amazons!

As Wonder Woman hunts the Cheetah, Doom's Doorway opens and Themyscira is besieged by the horrors of the underworld! Diana must contend with a deadly and secret mastermind determined to destroy her and all she holds dear!

Teen Titans #0 (2005)

Teen Titans: Friends and Heroes.

Reeling from recent harrowing events in Gotham, Dick Grayson struggles with the decision to hang up his cape and mask forever as he goes off to college in New York City. Joined by Roy Harper and Wally West, the trio have a fateful meeting with the girls who will forever change their lives! Guest starring Wonder Woman!

Wonder Woman #2 (2005)

Wonder Woman: The Rage of Angels.

As the Minotaur leads the Sons of Uranus against the walls of Themyscira and Wonder Woman does battle with Typhon, the Father of Monsters, a more devastating threat comes to Olympus... Nothing will be the same after this issue!

Teen Titans #1 (2005)

Teen Titans: Serpent's Tooth, Part 1 (of 2).

As the team comes together, Wally West is seduced by a mysterious girl with a dangerous secret. The Titans must infiltrate the church of a fanatical ancient cult to rescue one of their own, but a fierce enemy awaits them: Enter Brother Blood!

Teen Titans #2 (2005)

Teen Titans: Serpent's Tooth, Part 2 (of 2).

The Titans have fallen to Mother Mayhem and a dark messiah is on the brink of awakening! Only Dick Grayson and his new ally, the mysterious and dangerous girl known as Raven, stand in the way of the resurrection of the dreaded... Brother Blood!

New Outsiders #0 (2005)

New Outsiders: What Happens in Vegas...

PLEASE NOTE: THIS IS A MATURE READERS TITLE.

A gritty and realistic look at vice, corruption and superheroing in Sin City! Meet the New Outsiders---Green Arrow, Black Canary, Huntress, Batgirl, Zatanna, and a driven District Attorney named Adrian Chase, the Vigilante!--- an unorthodox team of heroes banded together to stand against a sinister conspiracy and depraved foes!

New Outsiders #1 (2005)

New Outsiders: House Rules: Luck be a Lady.

PLEASE NOTE: THIS IS A MATURE READERS TITLE.

Things heat up in Vegas as the Vigilante and Huntress face off against each other, and Green Arrow and Black Canary enlist the aid of young college prodigy Barbara Gordon to break into L'Inferno and rescue an old friend from the clutches of the criminal organization, the House, and its cruel mistress, Roulette--- and only Zatanna stands in their way!

New Outsiders #2 (2005)

New Outsiders: House Rules: The Most Dangerous Game.

PLEASE NOTE: THIS IS A MATURE READERS TITLE.

With Black Lightning's life at stake and Green Arrow and Black Canary in the clutches of the House, Batgirl looks for some unlikely allies as she plays a dangerous game with Roulette in the conclusion of the New Outsiders origin arc!

JSA: Legends of the Golden Age #0 (2005)

Justice Society of America: Legends of the Golden Age: The Society, Prelude.

In the dark days before WWII, A Secret Society of Super Villains unleash a masterplan to seize the world in its iron grip of tyranny! But, in the gathering shadows of war, there is a glimmer of hope! The emerging mystery men of America--- Hawkman! the Flash! Hourman! the Atom! Starman! Dr. Fate! the Sandman! and the Amazing Amazon, Wonder Woman!--- rise up in a Justice Society to oppose the evil oppressors! But can even they withstand--- the Spear of Destiny!?!

All-Star Comics #1 (2006)

All-Star Comics: Captain Marvel, Part 1 (of 2).

At last! The history of the World's Mightiest Mortal in the DC2 is finally revealed! The ancient wizard Shazam recalls the career of his champion, even as foes from the past regroup to threaten the world once more. But will there be a Captain Marvel to stand against them?

Action Comics #7 (2006)

Action Comics: Hostile Takeover.

What is Genesis Corporation? Clark and Lois want to know--- and so does Lex Luthor! The Countdown to the Crisis heats up as some major players are revealed and a three-way brawl erupts in the skies over Metropolis!

Action Comics #8 (2006)

Action Comics: For All Mankind...

Crisis: The Apokolips Imperative, Part 9!

Darkseid has assembled nearly all of the components to complete the Anti-Life Equation. Now, Wonder Woman leads a daring mission to the very gates of Darkseid's palace to rescue the Man of Steel and bring hope to the war-torn planet Earth! Don't dare miss this pivotal chapter, as one man shows just what it means to be a hero! You won't believe the shocking ending!

Action Comics #9 (2006)

Action Comics: Return to Smallville, Part 1 (of 4).

In the wake of the crisis, the greatest tragedy of his life brings Clark Kent home to Smallville. But can you go home again? A new era in the life of the Man of Steel begins here! New dangers await, an old romance is rekindled--- and you won't believe the shocking ending!

Action Comics #11 (2006)

Action Comics: Return to Smallville, Part 3 (of 4).

The mystery villain stands revealed and the truth about Connor finally comes out! Superman stands alone against friend and foe alike and the surprises keeps coming in this penultimate chapter of the new adventures of the Man of Steel!

Action Comics #10 (2006)

Action Comics: Return to Smallville, Part 2 (of 4).

Reeling from Lana Lang's recent revelation, Clark is forced to re-evaluate his future--- unaware that a secret enemy is lurking and waiting to destroy him! Meanwhile, Lois Lane shows up in Smallville on the trail of the biggest story of her career: the secret identity of Superman!

All-Star Comics #2 (2006)

All-Star Comics: Captain Marvel, Part 2 (of 2).

Billy Batson has no time to adjust to his new role as Captain Marvel as the Monster Society of Evil unleashes their attack upon Fawcett City! And not even the wizard Shazam is safe when the villains storm the Rock of Eternity and a new, deadly fiend is born!

Wonder Woman #8 (2006)

Wonder Woman: Hell Hath No Fury...

All-Star Comics #5 (2006)

All-Star Comics: Martian Manhunter.

Snatched across time and space by the machine of Dr. Erdel, J'onnn J'onzz is the Last Son of Mars, a dead planet wasted by a telepathic plague created by his own brother. On Earth, he is the Martian Manhunter, a crusader for justice in the years after the JSA retired and before the advent of Superman. Now, hoping to at last find his place on his adopted homeworld, he is John Jones, Private Investigator--- but his quiet retirement is at an end when a beautiful dame walks into his office with legs to kill for and a fiery disposition...

Rogues Gallery #1 (2006)

Rogues Gallery: Catwoman: Hot Tin Roof.

A wave of cat burglaries sweeps through Gotham's elite society! But as the Crown Jewels of Bahdnesia come to the city, can the beautiful socialite Selina Kyle resist the lure? Sparks fly when Batman comes face to face for the first time with the deadly feline fatale, Catwoman!

DC2 Special #1: An Arkham Christmas Carol (2006)

DC2 Special: An Arkham Christmas Carol.

Wonder Woman #4 (2006)

Wonder Woman: The Eye of the Storm.

The true enemy is at last revealed, and the gods of Olympus discover there is a traitor among them! Meanwhile, the war on Paradise Island comes to a turning point as mysterious new arrivals appear--- but are they friends or foes? And in the end, Diana must set out upon a new quest to save everything she holds dear...

Wonder Woman #5 (2006)

Wonder Woman: The Quest for the Syrinx.

Nemesis is awake, and destined to bring about the end of the cosmos! Only the Syrinx, the Pipes of Pan, can stave off the inevitable fate of the universe, and now Diana, Hippolytus and Steve Trevor set off on a quest to the isle of the witch to find the legendary artifact. But will Circle prove Wonder Woman's most implacable foe yet?

As the traitor to Olympus makes his next move, the gods brace themselves for the final assault of the Furies!

Wonder Woman #3 (2006)

Wonder Woman: Horns of Doom.

Both Olympus and Paradise Island are reeling from the cataclysmic events of last issue, and the true enemy is at last revealed! Be here when Wonder Woman and the Minotaur face off at last under the walls of Themyscira!

Wonder Woman #6 (2006)

Wonder Woman: The Isle of the Witch.

The Quest for the Syrinx continues! As Wonder Woman confronts her old enemy, the witch Circe, the plots and machinations of all the players start to become known: friends are not who they seem and the true plans of the Olympian traitor are revealed as the Game of Gods and Mortals hurtles towards its epic conclusion next issue!

Wonder Woman #7 (2006)

Wonder Woman: Down the Widening Gyre.

Wonder Woman must journey into the Underworld to retrieve the Mask of Hecate for Circe, as time is running out! Even the Gods of Olympus prepare to meet their end as Nemesis, She Whom None Can Escape finally rises to work her terrible will, and the final moves of the Game of Gods and Mortals are played out! The Olympian traitor is revealed--- and his masterplan at last is clear!-- - in this penultimate chapter of the epic storyline that began in Issue 0!

Wonder Woman #9 (2006)

Wonder Woman: Armageddon Aria.

The war is over and Wonder Woman is faced with a host of new problems: what to do about the war-like Lost Amazons, who will rule Paradise Island--- and who wants her to get... married?!? And Godfrey's Glorious Crusades reaches fever pitch as a deadly new foe is unleashed upon Diana--- and leads directly into next month's crisis!

Wonder Woman #10 (2006)

Wonder Woman: Darkseid Is.

Crisis: The Apokolips Imperative, Part 13!

At long last, the Anti-Life Equation is within the grasp of the Lord of Apokolips! The world's greatest heroes come together for the first time--- to destroy each other! Don't miss the epic battle as Wonder Woman stands alone against a world turned against her!

JSA: Legends of the Golden Age #1 (2006)

JSA: Legends of the Golden Age: Attack of the Giant Nazi Robots!

It's mayhem at the 1939 Worlds Fair in New York, as Baron Blitzkrieg attacks the greatest gathering of scientific minds in the world, and the Secret Society of Super Villains continue their quest for the Three Holy Artifacts!

This is it! The birth of the JSA!

Teen Titans #10 (2006)

Teen Titans: Forever and Never, Amen!

Crisis: The Apokolips Imperative, Part 7!

The city of Metropolis teeters on the edge of an uneasy peace as the truce between Lex Luthor and Darkseid begins to break down.

Who are the Forever People and what happens when they turn the city of refugees against the Titans? Bedlam ensues!

Justice League #0 (2006)

Justice League: Justice Falls.

Crisis: The Apokolips Imperative, concludes!

This is it! The final battle between Earth and Apokolips as the World's Greatest Heroes take the fight to Darkseid! Don't dare miss this issue--- one year in the making!--- and the senses-shattering conclusion to this epic storyline!

Justice League #1 (2006)

Justice League: A League of His Own, Part 1.

It's finally here! The World's Greatest Heroes have come together as one! But not everyone is happy about that... It's the grand opening of the Hall of Justice, and all of Metropolis has turned out to honor their saviors. But hatred and jealousy lurk in the heart of one man as he schemes to destroy the newly-formed League! And this time, the League has met its match!

Justice League #2 (2006)

Justice League: A League of His Own, Conclusion.

The most powerful members of the Justice League have fallen to Amazo. Now, only Batman stands against the villainous Professor Ivo and his killer android, with all the powers of the World's Greatest Heroes at his disposal...

World's Finest #1: Batman (2007)

Join us on Earth-X for the re-imagined Batman and his new adventures.

World's Finest #1: Superman (2007)

Join us on Earth-X for the re-imagined Superman and his new adventures.

World's Finest #1: Wonder Woman (2007)

Join us on Earth-X for the re-imagined Wonder Woman and her new adventures.

All-Star Comics Annual #1 (2007)

All-Star Comics Annual: Justice Society of America: The Time of Their Lives.

All-Star Comics #10 (2007)

All-Star Comics: Hawkman: Sins of the Father, Part 1 (of 4)

All-Star Comics #11 (2007)

All-Star Comics: Hawkman: Sins of the Father, Part 2 (of 4)

All-Star Comics #12 (2007)

All-Star Comics: Hawkman: Sins of the Father, Part 3 (of 4).

All-Star Comics #13 (2007)

All-Star Comics: Hawkman: Sins of the Father, Part 4 (of 4).

The Flash #23 (2008)

The Flash: Flash of Infinite Worlds!

When Barry Allen agreed to help his good friend Ray Palmer with an experiment, he never thought he'd find himself in another reality! The Cosmic Treadmill takes the Scarlet Speedster to a parallel Earth, and just may give him a glimpse at his own tragic destiny! Can even the Flash fight the future? Find out in this first ever DC2/DC3 crossover issue as we enter the Multiverse!

Adventure Comics #11 (2010)

Adventure Comics: Stranger New Visitor.

The long-awaited return of the DC2's original Superman book, by its original creative team! Springing from the pages of last month's "Action and Adventure" Annuals, the new era for the Man of Steel continues here, as Lois investigates the sinister Evil Factory, a strange figure in a familiar costume arrives and a threat from beyond the stars strikes in the heart of Metropolis... A huge storyline for the Man of Tomorrow begins here!



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