



Detective Comics #1

David Charlton

Published: 2005

Categorie(s): Fiction, Fan Fiction

Tag(s): "Jim Gordon" "Vicki Vale" "Hugo Strange" Comics DC2 Batman

Detective Comics
Issue 1: "Lustmord: Shadows and Fog"
Written by David Charlton
Cover by JFJ
Edited by Ellen Fleisher

The neighborhood was one of Gotham's oldest and had once been quite swank: cobblestone streets, gas lamps that were wired for electricity, and stately brownstones that sat amongst well-appointed courtyards and gardens. But the years had not been kind, and economic depression and the steady increase of seedy activity had driven away respectable folk. Now the cobblestones were cracked, the gas lamps burnt out, the courtyards and gardens overgrown with weeds, and the brownstones converted to low-income housing— those that weren't abandoned or condemned.

It wasn't that the Bowery was deserted; on the contrary, it was teeming with life. The criminals ruled the lanes and avenues where once the city's glitterati cavorted. Gangs and drug traffickers, prostitutes and bad cops... These were the denizens of the Bowery that caused the more honest people to cower behind double-bolted doors at night.

A low fog had set in, carpeting the dirty streets in an ominous white shroud. It was so thick that it muffled the sound of his footsteps on the broken cobblestones. He was cloaked in a long dark coat, wore a bowler hat and carried an old-fashioned leather satchel like the kind doctors took on house calls. He did not rush, but walked with a single-minded purpose.

Clutched in his hands tightly was a serrated blade that was still dripping a trail of blood...

Cursing silently, Batman knelt by the mutilated body, careful not to disturb the crime scene.

Same as the others: the victim had been sliced open and eviscerated. Her innards had spilled out, steaming on the chill street— and there seemed to be some missing...

The letter to Vicki Vale had been a distraction. It had given the Ripper just enough time for him to carry through with his heinous threats.

Batman stood up, peering down the foggy alley. The body was still warm. The killer could not have gone far. And he had promised two victims tonight...

This one is the last, he vowed inwardly, taking to the rooftops.

The man ran as fast as he could down the garbage-strewn street, his heart pumping faster than his legs. A quick glance over his shoulder revealed nothing: an empty sky, the full moon covered by clouds.

He knew he hadn't imagined it, the fluttering of dark wings, the raspy voice calling his name... The Bat was abroad in the Bowery tonight, and he was after Mickey! And one did not escape the Bat so easily.

Mickey O'Malley ducked into a side street to catch his breath, sure that he had eluded the Bat for the time being. He even allowed himself a smug smile...

"Mickey..."

The snitch nearly jumped out of his shoes. White eyeslits blazed behind him from the darkness of the alley and the Batman stepped out of the shadows!

Mickey bolted, but did not get far. A batarang cable shot out and entwined him, and he was yanked unceremoniously back into the deserted

side street.

He was enveloped in darkness, and pulled close to the cowled face of the Dark Knight, so close that he felt Batman's misting breath on his own face!

"I'm only going to ask this once, O'Malley. You see everything that goes on in the Bowery. Another girl was killed tonight. Where is the Ripper?"

The snitch struggled for breath: Batman held him too tightly by the front of the shirt, bearing down menacingly upon him.

"Dunno no Ripper, I swear. He ain't from around here." He stammered, the white eyeslits boring into him. His teeth rattled as Batman shook him, as if to dislodge any loose information. "I mean, I seen him a coupla times, outta the corner of my eye, but I ain't never got a good lookit 'em."

"Have you seen him tonight?"

A nod.

"Where?"

"Down by St. John's Court! About ten minutes ago!"

Abruptly Mickey was released, dropped heavily to the ground. There was the whip and snap of cloth and leather and the Bat was gone.

St John's Court was a labyrinth of winding alleys and side-streets traversed by flying bridges and crumbling archways. Batman crouched atop the steeple of the long abandoned cathedral like another gargoyle, scanning the ground below. The moonless night and the fog were no obstacle to him: the infrared lenses of his cowl swept the twisting avenues of the court.

There! A warm red blotch crept slowly from beneath an archway, in the shape of a lone man in a long dark coat.

Clutching the ends of his weighted cape, Batman stepped off the ledge and into the void, his descent controlled by the billowing rubber material. He landed in a crouch directly in front of the creeper, causing him to cry out and flinch back— but it wasn't the Ripper. Just a punk kid in a rain coat and beret.

Batman was about to grab the frightened gang banger and shake him down, when he spotted out of the corner of his eye a bowler-hatted form scramble from a place of cover and bolt into the labyrinth.

The Dark Knight was in quick pursuit, rounding a corner in time to hear the lingering echoes of throaty laughter, but not to see if his prey had taken the left or right turning.

You can't escape me that easily, you lunatic!

With a quick toss of his grappling hook, he was above the labyrinth, and swinging over a flying bridge that linked two other courtyards. A trench-coated figure was fleeing at a rapid pace, but not rapid enough to elude the Dark Knight. Batman arced high over the street and flung himself into the air, ending the arc in a controlled dive into the back of his prey!

The two fell, rolling together and grappling. A gloved fist connected with a soft chin, and Batman hauled the limp body into the pathetic light of a lone lamp.

Beneath the cheap bowler hat, Batman recognized the amused face of a two-bit thug he had busted once before, for robbing a liquor store. Was this the Ripper?

The sinister, hollow laughter floating again through the avenues of St. John's Court, and Batman turned just in time to see a man ducking down a far alley, trailing dark coattails.

Damnit!

Batman leapt into action, scattering wisps of fog. The alley was wide enough for the brawl about to ensue. The cloaked figure ambushed Batman, but the Dark Knight was not unprepared. He caught the man's

swung fist in his hand, and twisted it as he sent a crashing blow into the man's face. He dropped to the ground, unconscious, but the fight wasn't over. Alerted by a flurry of movement, Batman dodged a swinging crowbar from a second figure that'd been lurking, one also dressed in a long dark coat and bowler hat, lashing out with a swift kick which sent his attacker staggering backward.

"What the hell is going on here?" He pounced upon the stunned man, recognizing another small-time muscle man. "Where's the Ripper?"

"Here, Batman!"

Atop a nearby bridge was a shadowy figure, tipping his hat in greeting.

"No, here I am Bats!" Came the voice of another from a fire escape at the end of the alley.

With a grimace, Batman cracked his knuckles and got to work...

"He's playing games with us." Batman told Detective Lieutenant Gordon that night as the last of the battered thugs were marched into the police wagon. "Each one of them admits that they were paid by a man to prowl the Bowery tonight, trying to get my attention."

Gordon blew out a stream of smoke and chuckled humorlessly.

"Not the best career move they could have made ... " He commented wryly. "At least you made it too hot for him to follow through with his threat to kill two girls tonight."

Gordon saw Batman's jaw clench, before the Dark Knight turned and disappeared into the shadows, calling bitterly over his shoulder: "Tell that to the *first* girl."

Vicki Vale arrived at the offices of the Gotham Gazette early that next morning, but already the pressroom was astir. Her high heels ringing

against the cool marble floor, she marched straight to her editor's office and threw open the door.

"Chief, my source in the coroner's office called early this morning; the Ripper's struck again!"

Jerry, her editor, looked up at her with serious, tired eyes. He wasn't alone in his office. Detective Gordon was there as well, and they were both staring at her. Her eyes fell to the open package, wrapped in plain brown paper, on the desk in front of them.

"You got another one." Jerry explained, and extended a note to her.

"Oh, no! No way!" She eyed it warily and threw her hands up, refusing to take it. "Just tell me what it says."

Jerry read from it:

From Hell,

I ripped a nice bit last night, Ms. Vicki, a precious little lamb fit for slaughter! Write it up nice, and don't forget to mention how she squealed as the knife went in. And in and in and ripped! She bled most copiously, so that I shall need a new leather apron for my work tonight. I took her liver and fried it crisp (but I saved you some, too; look in the package!). Having so much fun, don't think I shall ever stop!

*Your own,
Saucy Jack*

Vicki Vale did not hear the end of the note. While Jerry read, she took a peek into the opened package, clapped her hand to her mouth, and fainted into Gordon's arms.

His cowl thrown back, Bruce Wayne sat in front of the bank of monitor screens, rubbing his bleary eyes, and browsed through various databases at the same time. He had not been to bed yet, but the constant stream of

caffeine with which Alfred supplied him kept him alert.

The Scotland Yard files were not difficult for his encryption programs, and he poured over the notes from inspectors dead for over a century. Whoever the Gotham Ripper was, he certainly did his homework. Bruce searched intently for some clue to the copycat's game, but the only lead thus far was a single divergence: the word *lustmord*, drawn in blood on the wall of a Gotham alley.

Was it a coincidence that the world's foremost researcher on the concept appeared in Gotham at the same time as the Ripper?

Idly sipping his coffee, Bruce continued to scan the digitized files, clicking past page after page— until something caught his attention. A name jumped out, a suspect noted by the lead investigator of the Whitechapel Murders. He stared at it a moment, wracking his brain to remember where he had heard the name before. Then he remembered.

Arkham.

The sleek black roadster, rarely seen during the day in the environs of Gotham, sped furiously towards the Asylum. In the driver seat, Batman dialed the private line he had for Detective Gordon.

"It's Druitt." He said without preamble. "Montagu John Druitt. An inmate at Arkham. The name is an alias, taken from the leading suspect in the Whitechapel Murders, a man who was never convicted because he committed suicide just after the murders stopped."

Gordon did not hesitate.

"I'll meet you there."

"This is outrageous!" Professor Hugo Strange declared, attempting to interpose his body between the police and his frightened patient. "Montagu is a very sick man, but he is no murderer! He is under my

care, and I can absolutely vouch for his presence here at Arkham, under lock and key. He has had no opportunity to commit the crimes you accuse him of, Lieutenant Gordon!”

“Then you won’t mind if we just ask him a few questions, Dr. Strange.” Gordon crossed his arms over his chest, as the hospital orderlies went around them to restrain the prisoner. “If he’s innocent, no harm done.”

“Fool!” Hissed Strange. “You will undo all of the progress I have made with him. His is a very fragile psyche, an interrogation could—.”

Gordon shoved the doctor out of the room and closed the door between them.

Fuming, Strange entered his own office, slamming the door behind him. He instantly registered the curtains blowing through the open window, and spun to see a figure looming over him out of the shadows behind the door.

He raised his hands to ward off a blow, but none was forthcoming. He staggered backward against his desk as Batman stepped forward.

“I’m not going to hurt you, Professor Strange.” Came the low, whispery voice. “I just want to talk...”

“Batman!” Strange exclaimed in a mixture of wonder and fear. “At last! I’ve have wanted to meet you since before I came to Gotham. I have read so much about you. Your obsessions and neuroses are fascin—.”

“I *don’t* want to talk about me.” Batman cut him off. “Tell me about Druitt.”

The psychiatrist blinked and cleared his throat, but seemed non-plussed.

“Montagu is a child molester and a self-mutilator. He was the victim of molestation himself and abandoned at a young age by both parents. He was raised in foster care, and began to—.”

“Is Montagu John Druitt his real name?”

“Yes, as far as I know. Why?”

“What is his obsession with Jack the Ripper?”

Strange shook his head and shrugged.

“I had no idea he had one.”

Batman took a step closer. “Pretty big miss, doctor.”

“What makes you think he has one?” Strange shot back.

“Montagu John Druitt is the name of a man suspected of the White-chapel Murders. He drowned himself and the murders stopped. And now that we have a copycat Ripper in Gotham, is it a coincidence that a man by the same name is in residence here?”

“Perhaps.” Strange conceded, scratching his beard. But Montagu’s never murdered anyone; he’s in here for sexual assault on a minor. He cuts himself and faints dead away at the sight of the blood.”

“What about his voices?” Batman pressed. “Could this be some kind of latent psychosis...?”

Strange gave him a sharp look, and the memory of yesterday came back to Batman, of *Bruce Wayne* overhearing the end of Druitt’s session with Strange. Urgency and lack of sleep had caused him to make a mistake; he could only hope that Strange would not put it together.

“Have you spoken to Montagu already, Batman?” Strange asked, eyebrows quirked.

“I read your file.” The Dark Knight glanced at the filing cabinet in the corner, the tone in his voice daring the psychiatrist to take offense. “If Druitt did these things, Professor, he isn’t acting alone. Somehow, he is able to come and go from Arkham undetected. He has an accomplice...” He fixed the psychiatrist with a heavy, steady stare.

“You don’t honestly mean to suggest—.”

A commotion outside interrupted Strange's indignation. The door to his office opened and Detective Gordon stuck his head in.

"You may want to call a lawyer for your client, Doc. We've got blood under his fingernails and some personal effects of the victims in his cell. We're taking him downtown."

Before Strange could respond, Gordon was gone. The psychiatrist turned back to Batman, but saw that there was now no sign of the Dark Knight, other than a swish of the window curtains.

When it was announced that the police had in custody a suspect in the Ripper murders, Gotham heaved a collective sigh of relief. Montagu John Druitt, a sickly-looking man with darting eyes, was photographed repeatedly in the coming days, as he was transported from the precinct house to the courthouse, and finally to jail to await trial. He fit no one's image of the diabolic predator that had killed at least six women in Gotham, but the strongest case for his guilt, at least in the eyes of the public, was that the murders stopped.

The good (and not-so-good) people of Gotham followed, with interest, Vicki Vale's daily column in the Gazette, as she continued her series on the Ripper, digging deep into the past of the man now convicted by popular acclaim as the killer. Druitt, apparently, was actually named Vadim Koslovsky, the son of immigrants who settled in Gotham. It was out of some perverse interest in the Whitechapel Murders of 1888 that Vadim had changed his name to Montagu John Druitt the year before. Brought in initially on kidnapping and child molestation charges, Druitt had been remanded to Arkham when he was proved a suicide risk, and not sane enough to stand trial. At this point, Vale wrote, it was unclear how Druitt had actually committed the murders while being locked up in Arkham, and conspiracy theories erupted like a flock of startled birds; but it was obvious he had help from the inside, and the mayor ordered a full-scale investigation into Arkham, which resulted in an immediate rash of firings and resignations.

The police case against Druitt grew. Handwriting analysis connected

him with the notes sent to Vale, as did certain personal effects of the victims found in Druitt's cell, but it was all circumstantial. What they needed was motive and opportunity.

A week after Druitt had been brought in, Vale, who had been petitioning the police to let her interview Druitt, had scored the next best thing: she had been granted an audience with Druitt's shrink, the esteemed Professor Hugo Strange, at his office in Arkham...

Vicki crossed one long, perfect leg over the other, tugging her on skirt modestly, though it did not even reach her knee, not unaware of the effect it had on Strange as he sat across from her at his desk, loosening his collar. She bit her bottom lip coquettishly, and tapped her pencil on her notepad, wondering aloud: "But Professor, what makes a man like Vadim Koslovsky become a monster like Montagu John Druitt? Is it purely a matter of imitation? Was he so taken with the mystery and horror of Jack the Ripper that one day he just determined to emulate him?"

Strange arranged his large round spectacles, smiling smoothly, as he answered.

"Sometimes, Ms. Vale, it is a mistake to look for reason in the mind of a lunatic. It is what I have always found so fascinating about the truly insane— a species distinct from the merely deranged, as the majority of this fine institution clearly are!— they are capable of any act, no matter how sublime or how depraved. I now believe poor Mr. Druitt to be such a specimen. Who but a being detached from normal societal mores could commit the atrocities he is accused of?"

"But detachment from societal mores does not necessarily lead to homicidal rampage." Vale pressed, leaning forward, exposing her cleavage, much to the professor's delight. "By all accounts, there must be some sort of predisposition, a psychotic break...?"

Strange allowed his eyes to wander appreciatively.

"You would impose your own quite sane values on a mind not suited for them." He reached for the decanter of brandy on his desk, and poured two snifters worth, passing one to her. She accepted it with a flirty smile

and sipped.

“Let us take the Batman for instance.” He stirred the liquid about in his glass, watching her drink. “Here is a grown man who haunts the night, dressing up in tights and a cape, swinging from rooftops looking for trouble.”

“You’re comparing Batman to Druitt?” Vale asked incredulously, the brandy blazing a warm trail down her throat.

“Not exactly.” Strange smiled benignly. “I am merely making a point about how a mind can significantly depart from societal norms. You see, even before I came to Gotham, I had made a study of the Batman. He must be a man of certain financial independence, to allow for his extravagant equipment— or at least be backed by such a man. He must have experienced a profound trauma that causes him to hurl himself into the shadows night after night. It is elementary research, really, to make certain correlations after such presuppositions...”

He had risen from his chair, and walked around the desk, settling behind Vale, his hand falling suggestively to her soft shoulder. She couldn’t be sure of it was the curiously strong brandy, the professor’s unexpected touch, or his words that were making her head spin.

“Are you saying you’ve deduced the identity of Batman?” She shrugged off his hand, and twisted in her seat to stare up at him.

“Oh, yes, I know exactly who Batman is.” The professor smiled. He caressed her cheek. “Why don’t we discuss it in more intimate quarters?”

“I’m flattered, *Svengali*, but no thanks.”

She slapped his hand away, preparing an angrier retort, but found that, even as she rose, the brandy had taken a quick and more profound toll on her senses. She swayed, stumbling back into her chair, surprised to find the glass in her hand all but empty. Had she drained the whole thing so quickly...?

“We’ll see.” She heard the professor say, as if from a great distance. Her head swam in anise-flavored fog, and he deftly retrieved the snifter from

her before it fell from her nerveless fingers. “Absinthe, as they say,” He smiled toothily down at her as he drew a gleaming straight razor from an old fashioned leather satchel on a nearby table. “Makes the heart grow fonder...”

To be concluded... !

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

All characters are (c) DC Comics and no infringement upon their copyrights is intended. Support DC Comics by buying their monthly comics and graphic novels.

From the same author on Feedbooks

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 #0 (2005)

Detective Comics: Lustmord, Prelude.

A wicked new serial killer with a bloody history stalks the night-time streets of Gotham, and no one is safe! Reeling from personal crises, the Dark Knight must confront hidden dangers from his own past and new enemies laying in wait for him... From Crime Alley to Arkham Asylum, Batman is tested by a diabolical mastermind!

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 Hastor! 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'onn 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 it's 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!



www.feedbooks.com
Food for the mind