



Batman #2
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Published: 2005

Categorie(s): Fiction, Fan Fiction

Tag(s): "Lois Lane" "Lex Luthor" Comics DC2 Superman Batman Metallo

Batman

Issue 2: "World's Finest?"
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"Alfred. I have something I want delivered from my private collection in Gotham." Bruce slowly taps his fingers, impatient.

"And what would that be, Master Bruce?"

"The experimental night fighting equipment R + D were developing... I was planning on field testing it in Gotham... But I think I might be needing it sooner."

"A courier can have it over here in two hours, if we hurry, but Master Bruce, before I forget..." Alfred rolls his eyes. "You have someone at the desk asking about an interview." Alfred shakes his head. "Shall I get security to escort the man out the building?"

"No, no, Alfred. I organised this. Need to get myself out a bit, yeah? Make myself more of a public presence." He laughs quietly. "This'll help!"

"If you insist, sir. I'll call reception, tell them to let Mr Cant up right away."

"Kent, Alfred... It's Clark Kent..."

"Right. I'll call reception and tell them to allow Mr Kent up. Then I shall get onto your equipment query..."

"Do so, do so..." Bruce smiles and stretches his arms over his head, and then sits down at a table, awaiting the reporter. Minutes later, Clark Kent

is at the door, fiddling with his tie, and smiling like a giddy schoolgirl. Bruce smiles as he enters, shakes his hand, and gets down to business.

“So what do you want to know, Mr Kent?”

“Who is Bruce Wayne?”

He can't hold his form as well as he'd like. His skin is like the sea, always moving, waves rippling over him. He can't touch metal, else it sinks into him, gets devoured by whatever his body is made up off. His thinking is fractured, broken. He can feel his brain floating around in waves of liquid metal, and he feels everything fading from existence.

His existence.

Fading.

So as his intelligence and soul slowly seeps away, dissolved by his new form, he replaces it with something tangible.

Rage.

Something floats into his mind as he trudges through the sewers of Metropolis, all he can think of apart from rage. He finds something he can direct his anger at.

Lex Luthor.

A bird whispers to him, whispers lies and secrets that no one else knows.

“Lex Luthor did this to you... And the only way to make it right... Is to punish him.”

He swats the words away, trudges onward, ignoring, absorbing.

He thinks he's going to kill Lex Luthor.

Time passes, questions are answered, more questions are raised and some... Some Bruce Wayne can't answer...

"What brings you to Metropolis?"

"The sights. The sounds... Oh, and I was forced..."

"Do you run Wayne Corp?"

"Well, I choose not to... yet. I have Lucius Fox to run it in my stead, and he does a damn fine job. Repeat: Damn fine."

"Heh... You vanished for about eight years, where did you actually go?"

"I travelled the world. I hadn't totally gotten over my parents death... And I don't think I have yet..."

"Do you want to talk about it?"

"I don't see why not. My parents died when I was young. It scarred me. It would scar anyone really. After that... After the event... I just went numb, Y'know? I didn't feel a thing. My parents... My world... It was gone. Everything was different, everything was the same, you get me? I think that parents shape a child's future. Their destiny even. You're parents... If you don't mind me asking... Are they still alive?"

"Yes, they live in Smallville, Kansas."

"Well, they've raised you well haven't they? You aren't a thief, aren't a criminal (not that I know of, of course), so they've set a good example, no? It's not the events that shape you; it's the people who raise you. So there I was, trapped in the darkness, no one reaching me, and I snap. I go ga-ga. Alfred Pennyworth, my servant, guardian, and close family friend raised me from then on. Taught me ways to get rid of the rage I was trapped in... Self defense, martial arts, anything to fight off all these feelings I had. Anything to make me stop me being shipped off to the loony bin, right?"

"Interesting."

“Not really. After completing my education, and getting all my degrees early, I travelled the world. Learnt all I could, so here I stand before you. The man I have become.”

“What did you learn, Mr Wayne?”

“Stuff.”

“Stuff?”

“Stuff that I’d prefer to keep to myself. No offense.”

“None taken”

Mockingbird, Mockingbird, what have you heard?

It clammers this way, it clammers this way, for the act that you must pay...

Mockingbird, Mockingbird, say it ain’t so.

That I cannot, that I cannot, for today is the day...

Lex Luthor jerks up in bed and looks around. He had gotten a terrible headache earlier in the day, and decided to rest for a while, but by the look of the sky, it was getting late, and he had things to do!

“I’m afraid I’m going to have to end this interview Mr Kent! I have a date y’see... And I really don’t want to miss it.” Bruce smiles widely, and scratches his neck. “Alfred will show you the way out.”

Alfred Pennyworth, the old British gentleman butler shows Clark the door and bows slightly, then slams it abruptly in his face. Pennyworth had more important things to do than baby-sit aspiring reporters.

Lois Lane applies her mascara and fiddles with her bra strap, trying to get it as tight as possible. She had to look her best. Had to look like what Wayne usually saw, the rich, blonde, bimboish characters that adorn the gothic streets of Gotham. First off though, she wasn't going to dye her hair. You wouldn't be able to tell her or Lucy apart, and she had enough of that at college... And second, she may go to extremes to get her story, but acting like a slut wasn't one...

Or was it? She'd find out tonight. She smiles as she puts on a deep red lipstick, and she blows a kiss to her reflection.

Smallville wasn't gonna' go this far to get under Bruce Wayne's skin...

Or would he?

As Lois Lane imagined Clark Kent in a tight red dress she laughed, and didn't hear the inhuman hand push open the door to her apartment.

Bruce packs his special attaché case and hides it in a secret compartment in the Rolls.

Alfred shakes his head, annoyed at his adopted son's obsessive nature.

"You're going out on a date, Bruce... Your first in about eight years, and you're taking the other suit?"

"I have been on dates in the past eight years Alfred. Trust me. Just because they don't speak English doesn't make them any less a date!"
Bruce shakes his head.

"Something doesn't feel right, so just in case..."

"Something doesn't feel right, Master Bruce? First. Date. Eight. Years."

"Drive Alfred, else you're fired!"

Alfred laughs at his words, and starts up the engine. "Heh, be doing be a

favour..."

"Heard that!"

Clark Kent types up his story at super speed, and then relaxes after three minutes. Five drafts, and then he had the perfect story. This was the expose on Bruce Wayne's life. Sure there were pot holes, little details that he couldn't pry out of him, but this was the biggest story that he'd ever written.

He might get a Pulitzer.

Hmm. He considered dropping off the story straight away, but knew Lois was going to be out for a couple of hours getting her own story, leaving him time to do some patrol, then show her up in front of Mr. White.

This was going to be fun.

As he pops open his shirt and reveals the big S insignia on his chest, a strange tingling sensation rushes up his spine. Something was wrong.

Superman was needed. But where?

Bruce Wayne's car pulled up to the extravagant restaurant and the owner sauntered out, smiling to himself. Now he just had to wait for Lois, and then he was in for a lovely night out.

Who the... What the hell are you?!" Lois Lane stumbles back in her high heels, falling over herself, and tripping behind her bed.

"METAL. OH" The monster seeps it way towards her, straining to keep some semblance of humanity, but the only guise it holds is that of a horrific monster, its face literally drooping over it chin.

"Metallo?! What the hell?! What do you want with me?!" Lois grabs her high

heel, and swings it up like a weapon, awaiting a reply.

"I DETECT. I SMELL. LEX LUTHOR. IN THIS ROOM. PLACE. DWELLING."

"Sensors malfunctioning metal man! Luthor has never... WILL never enter this room, so shove off and let me get ready for my big date!"

"THERE." The creature tries to raise some kind of arm, but instead a tendril of liquid metal shoots against the wall, smashing through it, and pulling out a small sensor.

"CAMERA. HE. WATCHES. WATCHED." Lois stumbles back, terror and surprise fighting across her face.

"He WHAT?" Lois shivers slightly, not from the cold, or her being on the floor in a short dress and the window being wide open, but from the sheer disgust of Lex Luthor having a camera... A... Whatever that was... In her wall... Watching her every movement. "That pig! I can't... Oh my lord..."

"HELP. GIVEN. HELP NEEDED."

"Wha... What do you want, Metallo?"

There's a moments silence, and then the monster answers. "BODY."

Lex Luthor scratches his chin and watches the monitor on his desk. "So THAT'S where my Metallo got to. It's now a strange creature. I should really inform the authorities... But didn't Lois say she was going to meet Bruce Wayne? Ooo this could turn out quite the exciting scenario..." Lex smiles and switches off the television. "Hmm. Delete file located at LL-Bedroom. Comply?" Lex looks at the monitor and scratches his chin. There's a buzzing noise, and then the computer begins to speak.

{Complying Mr Luthor. Have a nice day.

"Thank you computer."

Bruce Wayne sits at his table and orders a glass of water. He wonders where Lois could be, and when offered the menu, declines solemnly, and sips from his glass.

Superman floats on top of the globe. The globe of the Daily Planet that is. He surveys the land, looking through frequencies, and he sees something strange. A trail of some sort, by a glance it seems to be ionised air, floating in a trail leading through the city, in the sewers and through an apartment block. Holy heck. Lois Lane's apartment block!

Bruce Wayne looks up and smiles as he sees someone he recognises approaching.

"Lois, there you are! Whoa... Are you ok?"

Lois stands half dressed, her clothing torn, her make up smeared across her face. Metallic flakes are scattered by the side of her mouth and eyes, and her pores have flecks of silver around them.

"Lois? Can you hear me? Are you ok?"

"... B... Bruce... Help." She thrusts her hands forward, and grabs Bruce by the throat, jerking him out of his seat, and high above her head. "Can't... Co... Control my... Myself..." Bruce gasps for air and reaches down to his belt, reaching for his special compartment, and grasping for a batarang. Lois proceeds to stammer and shake, and something erupts from her mouth, a mixture of bile and liquid metal, which forms into the shape of a man.

"YOU. WHERE LUTHOR. IS WHERE?"

"Do'n... Argh... Leggo!" Bruce kicks his leg up, going straight through the monster's arm. "Hell!" The arm hardens with him stuck inside, and Lois releases, collapsing to the floor. Bruce then swings around, hitting

the creature's chest hard. "What the hell do you want with me?"

"LUTHOOOR!"

"Luthor isn't in this room, sir." Superman floats through the door, and smiles. "Let go of the billionaire."

"MAN. FLY. MAN?"

"I said, let him go." Superman clenches his fists and his eyes begin to glow. The air surrounding him seems to flicker, and he unleashes twin beams of heat that remove the monster's arm from its shoulder. As the lump hits the ground it liquefies, and Bruce rolls backwards, rubbing his shin. The pool of Metallo shoots back at its owner, and reforms the arm, this time in the shape of a massive mace.

"I don't think that will hurt--"

Metallo swings its mace arm at Superman, sending him flying out of the front wall of the restaurant. Bruce looks around quickly, and grabs his attaché case that was by his foot, and runs for the bathroom, making sure no one is around.

That actually hurt..." Superman wipes his lip and sees blood on his hand. "What the?" Metallo is on him once more, and dives at the hero, and instead of hitting him head on, he hits him with a wet splat, his form covering the hero. "Well... That was- Hrk!" Superman grabs his throat, and collapses to the ground, the strange Metallo seeping into his skin.

Got to hurry. Superman may have sorted that monster, but Lois needs medical attention... I attach my cowl and dive into the restaurant, checking the young reporters pulse. Hmm. Weak. But still there. Still a chance.

"A. get an ambulance to my location. Some meta possessed Lane, and she's worse off for it."

"Understood B."

As Alfred closes the communication link I know what he is doing. By now he is rubbing the bridge of his nose, dreading what could happen to me next. But he knows I've trained. Knows what I can do. So he just goes ahead and dials the paramedics, hoping he is not too late. As I rush out I see Superman take another hit from the creature, and then be smashed against the pavement by its mass... I see the metallic liquid slowly vanish, and creep out.

"Superman?" Batman approaches slowly, wary at the missing villain.
"Where is it?"

Superman struggles for breath, and slowly turns his head at the Dark Knight. His eyes glow brightly, and the same metal specks cover his face.
"...It's in me, Batman..."

"Holy!"

Superman spins round and releases all his powers at once. Heat vision, whipping up a whirlwind with one hand, and an icy chill that is emitted from his breath. Bruce wraps himself in his cape, and prays.

"Get... Get out of muh... muh... me!" Superman fights against the presence inside of him, but is beaten back by excruciating pain. Pain? Superman doesn't normally feel pain... "LUTHOR! KILL. THIS BODY. WITH." The voice is mechanical. Coarse and strained, the words it speaks muddled and pained. With a thought Superman lifts off the ground, and begins to fly through Metropolis, a sentinel of justice gone wrong.

I CANNOT believe this. Superman possessed? This is terrible! I unwrap myself from the protective shell of my cape and stretch my body. Alfred fixed up the suit. Reinforced it just in case. The uniform has an additional layer of nomex weave at no extra weight, and the cape was developed as a fabric to protect from any weather, be it intense heat or intense cold. I've faced both, and I know that you can never have enough weather proof material. I look in the sky and see

Superman flying high, but going slow, the creature inside him obviously affecting his stability. I open my communication link with Alfred, and see what he has to say.

"You can see everything I see A. What do you think?"

My lens covering my eyes are top of the range spy ware. It beams back video with no delay to a special program on my laptop, normally to my computer back in the cave. This was the travel pack version.

"Did you see the way Superman glowed last night? As if absorbing something from the atmosphere?"

"Yeah, I did. I ran some tests... Checked other spectrums from the recording. It was ambient sun light. Sun energy. I theorise it feeds his powers..."

"Exactly sir. I checked the recordings, compared it with last night... The creature was drawing out the energy Superman had saved with physical contact. Every time it touched him, it was dragging out solar energy... And if your theory is correct..."

"If it's inside him, it'll kill him!"

"The car is in the alley behind the restaurant. Specially shipped from Gotham for your crime fighting needs."

"The car!"

"We need to work on the name, but indeed Master Bruce."

"Input Lex Towers to the GPS. Quickest route please." I sprint behind the restaurant as the ambulances arrive, and see Lois already stirring, a note written by me next to her, explaining her condition.

"Done so. Get going sir."

I hop into the driver seat and smile. "You're on Alfred. Let's see who gets there first... Big blue or me."

“Mizzer Luthor! Superman is headed right here...”

“And you’ve located the Metallo...?”

“It’s... it’s...”

“Inside him. Yes I know. You’re fired Herren. Seriously. I’m Lex Luthor. I know everything goddammit! EVERYTHING! And here you are, coming to me with thirty five second old information! Shame on you! Shame on you!” Lex presses a button and his Amazonian body guards grab the chief of security by the arms. “Take him down to Happerson. It’ll be a fun experience for both of them.”

“Sir? SIR?! WHAT?!?! NO!” The screams vanish as the three of them vanish down a secret stairwell, leaving Lex to confront his nemesis.

The car handles like a dream! Better than any rally car, the speed extraordinary. In less than three minutes I’m at LexCorp, and Supes is still two minutes behind me!

“A, did you pack the device R+D had just developed? The night fight device?”

“Of course, In the fifth pouch. Use it well.”

“Will do. Signing off.”

I throw up a grapnel as high as I can, and reach a third of the way up the main tower.

“I better use my time advantage well...”

I look over to the car and clamber back in, thinking fast. “Oh he’s going to kill me...” I strap myself into the chair and grab a lever to my left. “Car. When engaged, return to the hanger.”

{confirmed.

I release the ejection seat and spring higher than my grapnel reached. I look down at the panel beneath my right arm and pop it open, engaging a small booster beneath the seat, flinging me AWAY from the building. Sheesh. Why is everything a challenge? I undo my harness and spring back, just in time to collide with a possessed Superman, and then having time and pounce straight for Lex's office window, shattering through it with a bang.

"Luthor! Get down!"

Lex shakes his head slightly. "No one orders me in my own office."

"Hhn. Have it your way then." I fling myself at him, and then roll him beneath his desk. "Stay here."

I dive out and confront the possessed Man of Steel, trying to predict his next move. I'm pleasantly surprised at the outcome. Superman falls to his knees, and collapses on his side. I creep over, wary at any new developments. "Superman... Are you alright?"

"NOT SUPERMAN. METALLO!"

An arm shoots out, grabbing my foot, slowly pressing through the reinforced boot and crushing my ankle.

"DIE BATMAN."

I grab the small bauble from my belt and throw it down at the possessed hero, and a thick cloud of dark smoke covers him, and the solidifies around his body, sapping whatever solar energy he has stored left. The device works! R + D will have a field day! The Metallo screams, shoots out of Superman's body and moves for Lex, who by now is sitting on his desk, watching smugly.

"KILL LUTHOR! BIRDY... ME TOLD WAS!"

I fall to the floor and spray Superman with a gas that removes the thick black casing, and then grab a grapnel from behind my back. I noticed something when Superman fought the creature... There was brain matter in the composition of its body... It seems to break down when possessing someone, and then reforms when it has its own body... And if I aim the grapnel well enough...

I fire the line, shooting it through the metallic monster and hitting something soft, then watch as it shoots out the other side, mushy pink matter following, and then piercing the wall next to Luthor. "LU- LU-LU-LU-" The mass loses all form, and splashes across the office. Lex smiles.

"Thanks Batman, for returning my property... Oh, and saving my life. Yes. That too."

Lex presses a button on his desk and puts his hand in his pocket, drawing out a pistol.

"Not that I needed help."

He cocks it and fires three rounds at Superman, and before I know it, I'm standing in front of the bullets, taking the pain for a man I barely know. Superman shoots his hand up and reaches for me, but as I fall backwards, I realise... I just made a terrible mistake?

"Hey. Bats. Wake the hell up." I'm slapped awake by a strangely familiar face, and jerk up at the sight of Matches Malone, someone who I thought was... Argh, I look down at my chest and see bandages around my waste, and then look past my feet to see Superman standing in the corner, smiling. "I bought ya' bat car round to Lex Towers, thought ya' could use some help gettin' home. Shame about the lack of seat though, no?"

It's Alfred.

He's disguised himself, and with Superman standing there, I realise he doesn't know my identity. I nod.

"Superman, I'm sorry about what happened."

"No apologies needed Batman. You saved me from Luthor... And if that creature was on me any longer, who knows..."

"You would have died, or lost your powers. Solar powered as they are, it fed off them, as you do. I know..."

"Anyway, I need to recharge a bit. Go for a flight. It's morning, so the sun is out, and if I hurry, I can head to the equator and get some full strength solar goodness."

"Good luck. And if you ever need my assistance Superman... Don't hesitate to call."

"How will you know I'm calling?"

"Bat sense."

"Right, thanks anyway."

"Luthor! What have you done?"

He moves at superspeed, lowering the Batman's body down to the ground, and disarming me with a blast of heat vision. I smile.

"I thought you were still possessed. You were trespassing. You and the Batman were trying to kill me. All manner of reasons."

"You're insane Lex!"

"Not really. Take your bat loving friend and get out of here."

Superman looks me up and down, and picks up his comrade, and slowly floats down the side of building, to god knows where.

"Happerson! Glad you made it! Collect all the residue Metallo. I found it!"

I smile slightly and look out my shattered windows, across my city, my Metropolis.

"So now we know what happens when we mix parts of Superman's DNA with specially irradiated metal. Genius. Sun sapping intelligent metal devouring metal! Get some tests run. I want Metallo fixed up and proper for future developments..."

"Uh, what about Herren?"

"Do away with him the same way as you did with Rhodes. Send him to the doctor."

"Yes sir."

I limp into the hospital ward, and watch as Lois sits in her bed, mumbling angrily to herself. Her eyes light up when she sees me, then darken when she thinks past the last couple of days.

"Missed our dinner then..."

"Not so... I saw some of you... Some of you I didn't need to see on our first date..."

She blushes slightly, and shakes her head. *"I can't remember much. But I know this... That dolt Kent didn't even get an interview with you, and I'm stuck in a hospital bed, moping!"*

Kent didn't interview me? So what happened at the hotel? Hmm.

"That's why I'm here. You can conduct your interview. And I'm guessing your well enough to ask me some questions..."

I smile, and she returns the favour. She picks up a note book by her side and asks away, and I answer as honestly as I can, leaving out certain facts about my... Other life.

"Master Bruce, time to go." Alfred smiles and nods to Captain Savage, who begins to start up the airplane. Bruce looks down at Clark and Lois, who stand in the front of the massive media crowd and waves slightly.

"I had fun Metropolis! I'll come back soon!" The crowd cheers and he boards the new private jet, and as it rolls off the runway, Lois nudges

Clark in the ribs.

"I'm possessed by a metal devouring creature, and yet I still get the story? Face it, Smallville... You should retire from journalism right now."

"Yup, Lois, I just suck."

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 *Feedbacks*

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!

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!

Nightwing #26 (2008)

Nightwing: Boy Hostage.

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

Action Comics #28 (2008)

Action Comics: Family is Like...

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

Action Comics #29 (2008)

Action Comics: Sons & Daughters of Krypton.

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

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

Green Lantern Corps: Liberation #1 (2008)

Green Lantern Corps: Liberation: Invasion.

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

Detective Comics #33 (2008)

Detective Comics: Trial by Fire, Prologue.

A new creative team and a new direction!

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

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

Detective Comics #34 (2008)

Detective Comics: Trial by Fire, Part 1.

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

Batman Vs the Suicide Squad! It begins here!

Detective Comics #35 (2008)

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

The calm before the storm. The Suicide Squad nearly had him, he wasn't prepared, and if Bruce was something, he was always

prepared. So with Dick fighting for his life beneath the cowl of the Bat, he needs to rethink his approach. He needs to draw up battle plans. But when push comes to shove, will he really be able to defeat the Suicide Squad, even with a little help from his friends?

Detective Comics #36 (2008)

Detective Comics: Trial by Fire, Part 3.

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

Wonder Woman #26 (2008)

Wonder Woman: The Dead-Beat.

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

Wonder Woman #22 (2008)

Wonder Woman: Day of the Dead.

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

Wonder Woman #24 (2008)

Wonder Woman: All Hope...

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

Wonder Woman #25 (2008)

Wonder Woman: Era.

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

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

Wonder Woman #27 (2008)

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

Wonder Woman #28 (2008)

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

Wonder Woman #29 (2008)

Wonder Woman: Twilight.

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

Wonder Woman #30 (2008)

Wonder Woman: Potential.

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

Wonder Woman #31 (2008)

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

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

Batman #34 (2009)

Batman: Don't Say a Word.

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

Batman #35 (2009)

Batman: The Big Heat.

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

Batman #37 (2009)

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

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

Detective Comics #39 (2009)

Detective Comics: What Are You Afraid Of?

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

Batman #39 (2009)

Batman: Surface Tension.

Jason Todd is Batman?! Dick Grayson is missing, presumed insane?! This issue, Black Mask makes a move against the city, prompting the new Batman and Robin team to launch an all out offense on the Gotham Underground, all the while Hush and Constantine Drakon make their presence known in Gotham City, and while two "old" players appear on the scene, promising many nights of mayhem for the city of Gotham!

Batman #40 (2009)

Batman: Confinement.

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

Green Lantern #20 (2009)

Green Lantern: Secret of the Star Sapphire.

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

Batman #41 (2009)

Batman: Until Death.

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

Green Lantern #21 (2009)

Green Lantern: Infect, Part 1.

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

Batman #42 (2009)

Batman: Fear of the Dark.

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

Green Lantern #22 (2009)

Green Lantern: Infect, Part 2.

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

Green Lantern #23 (2009)

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

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

Wonder Woman #32 (2009)

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

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

Wonder Woman #34 (2009)

Wonder Woman: The Good Old Days.

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

Batman #46 (2010)

Batman: The Way Things Will Be.

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

Shazam! Special #1 (2010)

Shazam!: Sons of their Fathers.

Action Comics #47 (2010)

Action Comics: Heart Of Kryptonite, Soul On Fire.

Green Lantern #27 (2010)

Green Lantern, Love Lost, Part 2.

Hal Jordan takes his daughter and Chloe Sullivan to Rann, where the ringslinger teams up with Adam Strange to face some demons, and Chloe shares a heart-to-heart with Alanna. Meanwhile, people close to Hal Jordan are visited by a strange apparition, and not all of them make it out intact, and Guy Gardner pays a visit to Carol Ferris, who is still seeing visions of a dead man as plain as day!

Green Lantern #24 (2010)

Green Lantern: A Day Like Any Other.

Green Lantern 2814.2, Hank Henshaw, returns to Earth, and takes on all the duties of his partner, Hal Jordan, in the aftermath of Infect! But with Mongul prowling on the outer fringes of the solar system, and Coast City in his sights, how will one of the greatest, most talented Green Lanterns perform? The ultimate test for Hank Henshaw begins!

Green Lantern Annual #2 (2010)

Green Lantern Annual: The Rise and Fall of Sinestro.

Sinestro has been a presence since the earliest days of the DC2--infected with the LEGION virus, enraptured by Parallax, used and abused and made a pawn in a game he never wanted to play in. But what happens when Sinestro is freed from all the possessions and the mind control? What happens then? What happens when Sinestro roams the universe once more?

Green Lantern #25 (2010)

Green Lantern: Requiem.

Across the universe, chaos begins to unfurl. Mongul hurtles away from Earth, hoping to avoid the colossal rage that the Green Lantern Corps is aiming to unleash, Hal Jordan and Guy Gardner at the forefront of the tidal wave of emerald might that wants the yellow-skinned intergalactic terrorist's head! Meanwhile, just because the world is looking one way, doesn't mean that the rest of the galaxy stops ticking over-- something is looming on the horizon, and it means nothing but trouble for the Corps and beyond!

Green Lantern #26 (2010)

Green Lantern: Love Lost.

Guy Gardner inducts John Stewart into the Green Lantern Corps, whilst Hal Jordan receives a phone call from an old flame-- Carol Ferris is back on the scene, and is she seeing things, or is an old face really back? Will this spell trouble for the burgeoning relationship between Hal and Chloe Sullivan?

Green Lantern #28 (2011)

Green Lantern: Love Lost, Part Three (of Four).

One year later... and we're back. The story continues.

Green Lantern #29 (2011)

Green Lantern: Love Hurts, Part Four (of Four).

Heroes live, heroes die.



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