



Batman #3
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Published: 2006

Categorie(s): Fiction, Fan Fiction

Tag(s): Comics DC2 Batman Riddler

Batman

Issue 3: A Riddle Wrapped In E. Nigma (Part One of Two)

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"I'm not afraid of death. It's the stake one puts up in order to play the game of life." - *Jean Giraudoux, Amphitryon, 1929*

Consider the bright hunters moon illuminating the dark skyline of Gotham, if you will. The dark gothic architecture that creates an amazing array of diversity when the light shines below, the shadows formed like demonic beings reaching up to touch the sky, hell having broken free of its under worldly bonds and never stopped reaching up, grasping up for something that it can never truly reach. Gotham City, home of corruption, death, pain and...

THE BATMAN

For one to truly understand the Batman, masked vigilante of Gotham City, they have to understand the city in which he lives. His home is dark, a mystery wrapped in an enigma... Gotham, the darkest city that the underbelly of America has to offer. To understand how this place works is to understand the secret life The Batman must follow. Half-lives and secret faces, hidden truths and forever... darkness. That is what it is like for the Batman.

But listen, listen as the city tells a grand old tale, something unravelling as we watch, as we listen...

A silent alarm is tripped, the electricity cut... No one comes to the museum's aid. The old building is alone in the night, alone in the darkness... Alone with the thieves and the miscreants.

"Get the jewels! Over there! If you can't see, use the damn infrared!"

"Shut up, shut up! I'm on it!" He shakes his hands over his head in frustration, fixing his goggles and continuing with his task.

"Then get going! We only have thirteen minutes before our pick up!"

"Got them-" The man spins around and smiles through a hockey mask, his red goggles glowing in the darkness.

K-TISH.

The two men spin around, ducking behind the podiums intersecting the room, picking up their pistols and breathing slower.

"What was that?"

"Probably nothing. Could be something. Go have a look, I'll cover you."

The man in the hockey mask turns to the man in the balaclava, a look of fear hidden beneath plastic. "Then I'm gonna' have to assume it was nothing. We took out the guards. The police have no idea what's happened... This is the perfect crime. Let's hurry up, eh?"

CRUNCH.

The two men duck back down, the man in the hockey mask shaking with the lump of iron in his hand.

"That was something..."

"And this is me telling you to be quiet! It's in the other room, I can see something moving... In the bat exhibition..."

The balaclava clad criminal creeps behind another podium, edging towards the second chamber. The man points at his partner, and then

clenches his fist, pointing to the other side of the door. The second man nods, and hurries over to the doorway.

“Alright, we go in fast. We take out whatever’s in there.”

“Do you think... Do you think it’s the Batman?”

“Whatever, just remember. Bat-MAN. As much a man as me...” He looks his comrade up and down, and laughs to himself. “But I ain’t got a clue about you... So let’s move fast and get this done.”

The two men spin around and enter the room, slowly clearing the area in search of their prey.

FWISH.

The two men spin around at the noise, and point their guns at a window above them, the wind blowing a small curtain loudly.

“Christ... Only the w-” The balaclava wearing criminal is cut off, and his voice falls silent.

“Davey? Dammit, Davey... Talk to me!” Hockey mask spins around, trying to find his friend, and without looking where he’s going falls forward, and hits the ground hard.

“Ouch... What the...” He scrambles around, trying to find his gun... But it’s vanished, whipped out of his hand in an instant. He places his hand on the floor, and feels something laying there... A small piece of cloth... And goggles...

“Davey?!”

KRRRRKT.

“DAVEY?!” He’s up in an instant, waving the goggles around as some kind of weapon. “Come out man, don’t kid around... We gotta’ get out of here... I don’t think... I don’t think we’re alone...”

FWAP.

“Scream for me!”

Hockey mask is engulfed in a large wing, and yanked up into the rafters, where his screams are finally heard... But no one comes...

Another night, another wrongdoing, and the darkness engulfs the city once more, the silence broken only as the night begins to turn to dusk, as a masked man stalks the streets. His brown mask is wrapped around his lower jaw, and his small knife is concealed beneath his heavy tan shirt, a syringe stuffed in his sleeve. The man in front of him is in a hurry, his briefcase bulging with papers and print-outs, his sweaty brow pulsating with stress and pressure. He is another of the chosen, and due to his contract, the stalker gives chase, the fat man in front of him picking up his own pace, his heart pounding as his legs begin speed up. The masked attacker tackles the portly fellow to the ground, and stabs the syringe deep into his neck, then proceeds to drag him into an alley, taking out his sharp knife and slowly examining the large patch of skin he had to play with... He carved the question mark into his flesh and smiles beneath his bandana.

“Riddle me that...”

James Gordon taps his pen on the table and looks over to Harvey Bullock and Sam Merkel. Merkel is repeatedly flicking open his lighter, never lighting up, just watching as the flames flicker and then go out. Bullock on the other hand is eating a large donut, jam spitting out of the sides and going down his scruffy shirt. Gordon shakes his head and looks over his notes, nodding as the information comes back to him.

The cave is quiet at this time of night. Alfred Pennyworth, trusted guardian and manservant of Bruce Wayne puts to good use his skills in the intelligence gathering field and searches through the Coroner’s office death certificate database. It’s not a nice read, not something that he enjoys doing, but he does it anyway,

for the man he calls Sir, for Bruce Wayne, the Batman. He's been told what to look for, and with the markers he's been given he knows where to look.

The case speaks for itself. A vicious character that carves a question mark upon their face is targeting employees of Enigma Technology, a new front-runner in the advanced computer technology business, catching up with the likes of Wayne and Luthor's groups. The perp has access to paralysing agents and a very sharp knife, and no one has been able to identify him because he wears a mask.

Gordon shakes his head and looks over to Merkel, who stops fiddling with his lighter and looks stares back.

"Anything, Jim?"

"I really want to talk to Nigma." Gordon rubs his head as Sarah Essen enters the room. "Essen."

"Sir." She smiles and water runs off her damp red hair. "We had another one. Another cape encounter. Second... Third of the day."

Bullock chokes slightly on his donut and smiles, ever pleased to hear of a confrontation with the Batman.

"Where? The Gotham Museum of Natural History for one... That was the latest. And I've just filed my report on the Amygdala character that he helped apprehend earlier." She smiles.

"You mentioned a third?" Gordon leans in close, curious.

"Oh hell... Yeah. We've got another Question Mark attack."

Gordon throws some papers to the ground in anger, and then storms out the room.

"Heh, well done there Essen. That sure made his day..." Bullock looks over to Merkel, who is picking up the dropped papers and laughs. Merkel nods slowly and then puts them back on the desk. Sarah goes to

follow Gordon, but Harvey swoops in the way, preventing her getting by.

“I don’t think so. He goes on the roof to be alone, not to be followed by anyone. Merk’ found that out when he first got man pissed. Leave it. He’ll come down later, when he’s had time to think.”

Sarah nods, acknowledging Bullock’s surprisingly wise words. “Alright, now let’s double back to this case, lets try and finish something the boss didn’t.”

The Gotham Major Crime Unit, lead by James Gordon, proceed with examining the pieces of evidence they have picked up, and try and find an answer to their question: Who is doing this?

Alfred finds something. A link to the past, something I would have missed otherwise. He emails it to me, and I procure a computer in one of my buildings to print out what he’s sent. It’s interesting to say the least... And I think that this will give Jim the help he needs on the case. I note how Mr Pennyworth has gone through some slightly illegal routes to gain access to such delicate and private information... And smiled to myself, taking the print-outs and placing them in a brown folder, strapping it to my back and leaving the building wrapped in my uniform. I note how the fabric weighs me down, how the cape is too heavy... I remember all this, and continue with my mission.

The sky is still grey, the night not yet over, and the pouring rain of earlier has at last halted. Gordon takes out a cigarette, and prepares to light up; only to find that the cigarette he was holding has vanished.

“What th—?”

“I thought I asked you to give these up, Detective.” Batman emerges from the shadows, clad in the grey and black that makes up his rather strange uniform, with the cigarette in his hand. “How are you, Gordon?”

“Better if you stopped doing that! How long am I going to last if you

keep appearing from nowhere?!" He smiles and shakes his head, putting away the packet of cigarettes. "What have you got for me, Batman?"

"Information. I realised that you may be hitting a wall with your attempts to reach Edward Nigma. So I chipped away at it a bit." He hands the shocked police man a small dossier and watches as Gordon flicks through it.

"Have you anything for me, detective?" Batman looks to the west and nods slowly.

"We're at a brick wall when it comes to Nigma, Batman. He's like a ghost... Appears in public one day and then back to his building in the centre of Gotham..." Gordon looks down at a page of the folder and a confused expression moves across his face. "Good lord, this is his life story! You've got everything from... His birth records... To his death certificate?"

The Batman nods slowly. *"It began in mystery, and it will end in mystery, but what a savage and beautiful country lies in between."*

Gordon nods slowly to himself, still reading the information, and then looks up.

"Diane Ackerman... What of-" Gordon shakes his head and sighs. "And you've gone. Faantastic." He rummages through his pocket, takes out the small card box and looks at it for a moment. He throws them off the roof and walks inside, smiling to himself.

I swing back through the streets, hoping onto a hidden motorcycle that I left behind GCPD headquarters before I began my patrol... Even if there was a zero tolerance order against my presence in the city... They wouldn't look behind their own dumpsters now, would they? I kick back on the accelerator, and drive to my home.

The roofs are quiet, the morning slowly unfolding over the city, at last the comfort of the day creeping back from the night, people finally feeling safe to return to whatever tasks they left incomplete the day before.

Before a man or woman leaves their home for work, The Batman is at rest, somewhere out of reach of the devils and demons of the night.

Jim Gordon is in the middle of the Major Crimes squad room, a small hovel of a room, barely fitting in Essen, Merkel and himself, let alone Bullock. They sit around Gordon's desk, and await him to return.

"What do you think he got? He was GIDDY when he came back off the roof. Gordon doesn't get giddy for nothing guys..." he looks over to Sarah, who huffs to herself. "...And gals... Sorry Es." She smiles sarcastically, and Gordon jumps into the room with a tray of take away coffees, smiling wildly.

"Sorry 'bout the wait, but you've been up all night so I thought you deserved a pick-me-up." He hands round the warm drinks, a cappuccino for Merkel, a black coffee for Essen, and an Irish cream for Bullock. Bullock looks up with puppy dog eyes at Gordon, and he smiles back, throwing him the donut he had left in the bag. Harvey takes a sip from his paper cup and smiles, taking a bite from the sugared treat and watching as Gordon composes himself.

"We have a lead. A major lead." Merkel smiles, as does Essen, as he passes round copies of the file he received from the Dark Knight.

"Holy..." Bullock points at the death certificate of Edward Nigma, and then looks over to Gordon, who nods slowly. "Are we chasing a dead man?"

"The date." Bullock looks back down, and then back up at his friend and colleague. "Relevance, Jim?"

"I thought the exact same thing. That's not his death certificate. We know he's alive, running a company. There have been press releases and photos with the mayor since that date." He points at the death certificate and repeatedly hits it with his finger.

"With. The. Mayor!"

Merkel nods, and Sarah joins in. "This is not Edward Nigma's death certificate. But it is perfectly legal, and if you look at the name on it..."

Harvey smiles slightly and looks back down at the writing. "Edward G Nigma... Yes?"

"No. Wrong. It's been written over... Very professionally in fact. I called the county clerk, and he matched the information to another dead man. This is the death certificate of Michael Hughes, software designer at Minotaur technologies." Gordon smiles and looks over to his team, who still have a confused expression covering their faces. "My god, did you read newspapers three years ago?"

There's a cave beneath a house, high on a hill in Gotham. When it rains, and you look to the east, you see the wet silhouette of Gotham's first family's mansion, the home of Bruce Wayne, son of the much loved Thomas and Martha Wayne. The grounds are full of beautiful trees, a small lake to the west of the house on the only flat piece of land in the acres of land, and the building itself is a classic example of gothic architecture, five spires, each one pointing in the directions of the compass, the final fifth in the centre, leading up to the disused study of Thomas Wayne, where twenty-year old papers lie untouched, and an old pipe slowly collects layer upon layer of grey dust. There is a large entrance area which leads off to a secluded section wherein lies the private kitchen and private dining room, and then another corridor that leads to the guest area, wherein lies the ball room, where five generations of Waynes have married. Bruce Wayne meanwhile, sits in a large chair in the lounge area of his large house where a roaring fire is lit in the fireplace, illuminating the walls with strange shadows, he thinks to how many chambers have not seen the light of day by anyone other than the man who goes room to room, dusting the family heirlooms and wardrobes... Alfred Pennyworth brings a small glass of brandy to his adopted son, and watches as Bruce Wayne stares into the crackling fire.

"Anything the matter, Master Bruce?"

"I'm just thinking, Alfred. Nothing is the matter." He takes another sip of his brandy. "Hmm... You can have the rest of the night off if you

want, I don't mind or anything..."

Alfred smiles slightly and places the small tray which carried the brandy glass into the room onto a cabinet besides the door, and then proceeds to sit down on the soft leather coach nearer the fire.

"Are you sure there is nothing wrong, sir?"

"I'm brooding. I'm thinking about the Question Mark case..." He smiles to himself. "And I'm hitting a brick wall."

"You do realise that you are bound to think this through better on a full stomach?" Alfred nods sincerely.

"You're right... I should get something to eat."

"Whilst you're in the kitchen, make me a sandwich, eh sir?" Alfred smiles and stretches slightly, and Bruce laughs.

"My pleasure, Alfred." Bruce leaves the room and Alfred watches small embers of the fire flicker into the sides of the chimney.

"Michael Hughes was a successful computer software designer, who worked closely with another man, Arthur Brown. These two created a fortune for Minotaur software, and they were given a healthy sum for their part in it, split fifty/fifty because of the nature of their partnership. When Hughes was killed in a car accident, Brown received the full one hundred, and quite a pretty sum it was."

Gordon removes a photo of Brown and Hughes, and then a picture of Nigma and the mayor.

"By God sir, it's the same man... He just dyed his hair and shaved his beard!"

Alfred squints at the photo, and gasps at the revelation.

"I know, Alfred. This man... He changed his name. Gained a new identity. Edward Nigma... And now he's become quite the leader in computer software... I think we might even have some of his components, albeit stripped down and personalised, in the supercomputer *down stairs...*"

Alfred nods, and then scratches his ear.

"Edward Nigma. E. Nigma... Enigma. Heh... How fitting... After his apparent death and rebirth he has become quite the mystery man..." Bruce smiles in agreement.

"The likeness is uncanny, Merkel, good eye. Yup, Edward Nigma is none other than Michael Hughes. Bullock, call the Dent. I want a warrant..."

"Don't you think we don't have enough evidence for a warrant?" Merkel smiles weakly and looks around.

"If Harvey Dent can't get us a warrant, then no one can. Dent's the best. He'll do what needs to be done."

Bullock looks over to Merkel and shakes his head, mockingly repeating what Gordon said silently. Essen shakes her head at the immature behaviour and Merkel hurries out of the door, leaving Bullock and Essen waiting.

"Ok, Sarah, take Harv and make sure Engima doesn't go anywhere for the time being. When the warrant comes through, you'll be straight on it." Gordon turns to leave the room, and Bullock and Essen follow, Sarah turning off the light as she closes the door.

Bruce hurriedly puts on the Batman uniform, the grey shirt belying promethium Kevlar weave, the most effective body armour known to man. His gloves have steel support running throughout, that link up with small lengths of wire that support his body, and his belt contains an

arsenal unavailable to the richest of armies.

Alfred looks over to him, and his brow furrows.

“What’s this?” He picks up the discarded leather version that Bruce had worn the night before, surprised at the new look that he had uncovered.

“I always kept to the fact that the black version was a prototype. I’ve developed the design. Simplified it. This is sleeker, and allows me more use of my body.”

Bruce laughs slightly, and then looks around, picking up his cowl, and then lifting it up, placing it over his head, and locking it in position. “What do you think?”

Alfred examines the weave of the costume, the colour scheme and new symbol across his chest.

“I think it’s a keeper, Master Bruce. Grey shirt... Black cape... Quite dynamic.”

“That’s the look I was going for. I better be off...” he motions to the windows, and Alfred acknowledges the dark, moon lit sky outside.

“Taking the car?”

Bruce turns and gives Alfred a little salute. “What do you think?”

Bruce Wayne rushes through the secret door in the back of his mother’s grandfather clock that sits in the darkest corridor of the house, at the foot of the stairs that lead up to his fathers study, and hurries down a long winding corridor that leads to an old disused elevator shaft, then presses a button that slowly lowers him into the dark, bat ridden cave below.

“Quicker to get a pole...”

Once the rickety old elevator reaches the bottom, he hurries over to a small rocky platform that has a large canvas covering something big. He

looks over to the large computer and nods to himself, then whips off the large plastic cover that hides the car. The car. Yet to give it a real title, 'the car' has sufficed between Alfred and Bruce. It's sleek black chassis hiding some of the most advanced items developed by Wayne Technologies R+D. The black body is reinforced with a special alloy that was engineered from promethium; the rare metal developed and refined by Wayne Technologies, and can withstand a straight on punch by Superman (and they went through quite a few cars before it was able to be given that title). The engine uses a special generator that can allow the vehicle to reach speeds of 200 mph, and with the special momentum regulators built in through out the wheels and body, it can brake at a moments notice, taking one second to come to a halt. Batman presses a button hidden on his gauntlet, and the black car slowly hisses as a large door slides back to reveal a large leather seat and an array of instruments and panels.

Bruce nods to himself and a smile spreads across his face, then jumps in, straps himself to the chair, and powers up the engine, the door slowly closing as he begins to turn toggles and flip switches.

The car goes dark, red lights from the instruments illuminating the driver. Putting his pedal to the metal, he speeds down the long rock runway and bursts through a hard light veil that hides the cave. The black car leaves a trail of blue light that vanishes in the blink of an eye, and now, the car is heading for Gotham city...

Batman presses a switch in his car, and instantly he's connected to Jim Gordon's radio.

"Gordon?"

"Batman! At last!"

"Did you find my information interesting?"

"Yes, yes, but something even worse has come up!"

"What's wrong?"

"We've had about thirty missing person calls. The victims of the Question Mark attacker... They've all vanished!"

"Great Scott! What information do you have?"

"At each house or hospital bed... There were riddles... Twenty-five different riddles, and we had one sent to the precinct. To me."

"Riddles? First question marks, now riddles... What does this mean..." Batman strokes his chin and then nods his head. "What's the riddle that was sent to you, detective?"

"I've got it written down here... We sent the original down to the lab... Right, listening? 'What is too much for one, enough for two, but nothing at all for three?'"

"That's an old one." Bruce nods to himself and then taps something in his console.

"Even I know that. Too much for one, enough for two but nothing for all three... A secret."

"Then we're looking for someone who has a secret. I'll get in touch. The night is still young..."

"Query. Echo. What have you got for me today?"

He strides over to his two bodyguards and smiles widely, his white teeth glistening.

"You slept till night again, Eddie... You know what the doctor said..."

Query runs her hand through her black hair and moves her skirt down slightly, then puts her hand on Edward Nigma's chest, moving it down.

"We care about you, boss... We don't want anything bad to happen to you..."

“Query... Echo... Oh how I love you both. Darlings... Why is the world like a faulty jig saw puzzle?”

“What? Uh...” Echo scratches her head and looks over to Query, who look confused as well. “We don’t know boss, why?”

“Because peace is missing. Isn’t that so true? Heh... Well... When I’m done, and my associates through, that won’t be the truth anymore...”

Edward sits back in his large leather chair and picks up his metal cane, and strokes the question mark shaped handle.

“When I’m done here, and my former associate completes his task, oh what a party we shall have...”

He pushes a button with his cane and a television flickers up, showing views of all over his building.

“And the trap will be set...”

To be concluded!

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

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From the same author on Feedbooks

Tales of the Green Lantern Corps Special: Facets (2005)

Tales of the Green Lantern Corps Special: Facets.

There are 3600 Green Lanterns in existence throughout the universe and there are the seconds, the people ready to take on the mantle of Green Lantern when their predecessor falls. Moving away from Sector 2814 with this one shot, we focus the spotlight on Jar Kell, Green Lantern of Sector 3598, who is having the worst day of his tenure in the Corps!

Batman #0 (2005)

Batman: Shadow of the Bat.

Meet Bruce Wayne. Business man. Playboy. All public masks... But the one beneath it all, the one, true mask... is cloaked in the shadow of the bat!

Meet Batman. Masked vigilante, master of the rarest disciplines of martial arts that grace this earth, mysterious protector of Gotham's streets.

Live his earliest years in this book!

In this issue, Bruce Wayne takes to the streets in the guise of Batman for a quiet night of patrol, and gets more than he bargained for...

Jim Gordon, Harvey Bullock and Sam Merkel investigate seemingly random, but seriously violent, attacks on computer programmers all hired by Enigma Corporation...

Batman #1 (2005)

Batman: The Smoking Gun, Part 1.

Something stirs beneath Metropolis and Batman comes a-calling for the first meeting of the worlds greatest heroes!

Batman #2 (2005)

Batman: World's Finest?

The Worlds Finest team unite to defeat the unstoppable monstrosity discovered last issue, and to defeat it, Batman must join forces with... Lex Luthor?

The Flash #0 (2005)

The Flash: Time Flies, Prelude.

Barry Allen was struck by a bolt of mysterious lightning, and then discovered he had the power of super speed! Follow this series to read the trials and tribulations of the Scarlet Speedster! See the Rogues gallery form and a mysterious villain put into motion a scheme that could destroy the history of the Flash!
Blood will run!

The Flash #1 (2005)

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

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

So obviously...

Something has to go wrong!

The Flash #2 (2005)

The Flash: Time Flies: Whispers.

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

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

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

The Adventures of Superman #4 (2006)

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

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

Action Comics #2 (2006)

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

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

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

You won't believe the answer!
And is the man who defeated Superman just a pawn in a much greater game?

The Adventures of Superman #5 (2006)

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

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

Action Comics #3 (2006)

Action Comics: Black Zero, Part 5: Endgame.

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

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

The Adventures of Superman #10 (2006)

The Adventures of Superman: Doomsday.

THIS IS THE FINAL ISSUE OF THE ADVENTURES OF SUPERMAN

Crisis: The Apokolips Imperative, Part 1!

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

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

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

Action Comics #4 (2006)

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

Superman has left Metropolis? Lex Luthor targeted for death?

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

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

Action Comics #5 (2006)

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

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

Action Comics #6 (2006)

Action Comics: Full Circle and the End.

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

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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