



**Detective Comics #9**  
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*The Batman*  
Issue 9: "Escapism"  
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Two emails arrived in Bruce Wayne's inbox yesterday evening. Bruce Wayne was busy at the time though, out till late, asleep till the afternoon, and busy till the night begun anew. It's an endless cycle, one that will only broken when Bruce Wayne awakens a bit earlier than usual, but so far this month, he's been on a downward spiral of self deprecating, self hating, jumping into the fire antics, and only now, he breaks the cycle. He yawns as he enters his father's study, now his own, high in a tower in Wayne Manor. He clicks onto his email account, and opens up the file.

**The Genesis Corporation**  
**Building a better world.**

Bruce arches an eyebrow, and scrolls down.

**Building a better future.**

What was that about? That was the end of the message, and what a message it was... He wonders what it means, and shakes his head, opening the second email.

*Information is the best currency.*  
- TQ

TQ? Bruce feels his eyes widen. TQ? The Question?

*"Vic?"*

He clicks on the attachment, and downloads the document through

ciphers and firewalls; ensuring nothing in the document is harmful.

*"The Underworld is abuzz with a new presence. Not an old hat trying a new trick, but a newcomer. I've been travelling since we last spoke, and on my travels I discovered this piece of information. Your city, your domain to protect, not mine to interfere in. Below is all the information I've acquired on Mister Miracle, the man who the bosses won't stop talking about. This is important. Do with this what you will. We'll meet again soon  
Bruce, thanks for believing in the answer."*

That was Vic all right. Sending him information like this was a new deal though, so Bruce was curious. He read the advertisement, an old scan of an old performer. He reads the date on the edge of the paper, more than 20 years ago... Mister Miracle? And his age then... The attached bio says mid thirties, later maybe. Interesting. What does this all mean? Bruce Wayne looks out of his window, sees the darkness spread across the city below his manor home, and then nods. Time enough later to think on this piece of information. But now it was time for the dark avenger of Gotham to make an appearance... Time for The Batman.

Predator and prey in Gotham City are harder to discern than ever. You have the crime lords, the drug dealers, the pimps, and on the other side the police. That's an easy enough distinction to make, but when you add to the equation another form of hero and villain, the lines blur, everything changes, and the night falls, hiding the truth behind shadow and darkness. Gotham City has met the threat of the Joker, with horrific results; they've met the Riddler, Hugo Strange, Cavalier, Bane... They all reside in Arkham Asylum, Home for the Criminally Insane, or Blackgate Maximum Security Prison, where the worst of the worst are put to rehabilitate. Some come and go on a whim from the Asylum like a momentary distraction for the inmates before they are broken out, escape, or murder once more. Death becomes Gotham City, and things haven't been the same since the end of the city's golden age, an event that occurred when, scholars believe, Thomas and Martha Wayne were murdered before the eyes of their only child, Bruce. Things are changing, and not for the better.

Batman pulls the grapnel from his belt and fires it off across the void of space over the skyscrapers of the city. He takes a breath, filling his lungs, and then swings out across the void, floating across the distance, almost flying, before he hits the opposite building, rolls with his momentum and retracts his line. He sprints across the building and leaps meters until he hits the next roof, and continues until he reaches the harbor, and the assorted men and women below. He crouches against the rooftop, and takes a small wire from his belt, and guides it over the top of the roof, and then presses a button on the side of his belt that causes a quiet amount of feedback to flood his ears. When that moment's distraction is done he can hear everything that occurs below, and as he listens, he learns.

"You know what I heard?"

"What did you hear, Joe?"

"He's immortal. Unkillable. He can escape any trap you set for him, any trap including poison, explosives, knives, guns, anything. He can't be killed. Always wearing that costume..." Batman smiles. Are they talking about him? Has the fear made him an unkillable urban legend? He smiles, something that he rarely does, and continues listening. "And always smiling beneath it." Strange. When he's in the street, doing the gritty stuff, doing the fighting and brining the pain like none others before him, he never smiles. He hasn't smiled in costume since Dick wore the green and red of his Robin costume.

"What's the freak's name? The freak that caused Don Cleaver to go down for another ten? I heard he was part of some outfit from San Fran. Powers, Inc. or whatever. Mr.... Marvel? Marvelous?"

"Like the Captain? Nah, I doubt it dude. Miracle. The Miracle. His name was the Miracle, was it not?"

"Nah, nah, you're wrong. Mister Miracle. That's it. Mister Miracle, the World's Greatest Escape Artist..."

Batman finds himself frowning slightly, a bit disappointed at not being the one these mooks feared so much.

“Hey, enough small talk. You got the gear?”

Oh, jackpot.

“Ha, enough to sort those ones up at Chandelier for a month.”

Chandelier. That’s the name of the high-class club up on the good side of the city, the kind of place where the rich and the pointless gather together to compare tennis scores and priceless diamonds. A lot of famous people go there, a lot of famous people including Bruce Wayne. Haven’t been there for some time, Again, last time he’d been through those doors was when Dick was in the city, about a year ago, before The Joker, before Julie.

“Them spoiled rich kids love their coke, eh?”

Cocaine. There we go. He peeks over the ledge for less than a second, and then falls back down, smiling slightly. Two bulges beneath their jackets, and another to the dealer’s hip. He can’t see the rear of the other criminal but he assumes the worst, assumes he has another weapon somewhere, and then he jumps.

Shadows come and go in Gotham City, a strange occurrence due to the lack of light on the streets, but also suggested to have something to do with the innate magic of the city. But then again, when men rush around like men possessed in the alleys and the dark places, shadows flitter in and out of focus like an old movie... But now, in the full moon, when the wolf emerges to drag souls to hell... If any city could hold credence to that kind of claim it would be this one. Gotham is steeped in ancient magic. Progression comes at a price and the price for Gotham has been known to forget what has come before, the history, the former glory. If the devil emerged to plague the world then it would emerge from here, in Gotham, the darkest, dirtiest city in America. Shadows come and go in Gotham, and these two men are about to wish they’d stayed in home tonight.

Batman spreads his cape, appearing as a silhouette against the moon, causing the two men to jerk upwards and to pull their pistols. Before they can blink the guns are in the ocean, two razor sharp blades digging into their palms before they can scream. Batman is on them, punching and kicking, sending one man into a warehouse wall with an almighty crash, dazed, dizzy, and ready for interrogation later, when he's done with the other.

The man called Joe ducks underneath some massive containment tanks, water crashing below his feet beneath the pier, and hides in the shadow, pulling the blade from his hand and pressing the wound tight against his chest. In his other hand is his back up, the weapon he hid behind his back, loaded and ready. He cocks back the hammer, and takes slow breaths, trying not to give away his position. He knows about the Batman. He can smell blood, smell sweat and fear and if he gets a whiff of what this man is giving off, he'd be sure to pinpoint his position.

He keeps the gun raised, ready, and looking everywhere over the harbor, making sure he can't be picked up from above or to his sides, in front or behind. He sighs slightly, no noise coming from anywhere. Where'd he go? Had he left back to the rooftops whence he came? No. It couldn't be that easy. He leans against the metal container, and then hears a creak. He spins around, his gun raised, and sees nothing. Again, another creak. He spins around the other way, trying his best to see where that damned noise was coming from, but not being able to pinpoint the location. Where the hell was this freak? He shakes his head, and walks forward, only to hear a cracking noise behind him. He spins around and a hand explodes from beneath him, grabbing his foot and yanking him down, wood splinters entering his leg like daggers. As the man hits the harbor floor another fist shatters through the brittle wood and hits him square in the jaw, knocking him out instantly.

Batman pulls himself up out of the broken wood and smiles, his boots wet and his cape heavy with water. The water below the harbor had hidden his movements from this man, and made one hell of an entrance for him. He smiles slightly, and then drags the bleeding man over to his friend.

The venue wasn't the best. It was dark and dusty and no place for a performer of his apparent status. Mister Miracle was the best there was, and he could bring crowds of thousands to the smallest venues, but as the new face beneath the mask, he had something to prove to himself and to his mentor, and he started at the bottom of the ladder, on the lowest rung, entertaining crowds of drunks and deviants, until he found himself ready for the big leagues.

Scott Free smiles, and walks on stage, an awkward silence meeting him from the men at the tables, and the waitresses serving. He was wearing the bright red, yellow and greens of Thaddeus Brown's costume, but he had taken the time to streamline the costume, making it more functional for him, weaving in his own instruments and materials till it fit him like a glove. But their eyes said something else to the exile from another plane of existence... They hadn't seen the color. The brightness of his costume. So long had they been in the shadows, in the absence of light, they had forgotten that there were things more than the blacks and grays they suffered in through the daily dregs of life.

He smiles beneath his mask, and his assistant, a young man named Shilo Norman, a friend of Thaddeus', walks onto the stage with the material and utensils ready to begin his act. Shilo attaches the straightjacket and yanks on the buckles, ensuring Scott is tightly packed. He then wheels on a massive cylinder, and Scott smiles. This was one of Thaddeus' favorites, one of his greatest escapes. Sure, the jumps from the tallest buildings and being found in the bar opposite buying everyone in a round was flashy, but the cylinder escape was always something that took concentration, memory. Passion. You had to do things in order, had to focus on the task at hand or burn. He had taken liberties with the escape too, as well as the costume, but as a boy becomes his own man, he must become comfortable in himself, and not the way people feel ought to be.

He sits down on the stage, and Shilo brings out a small winch, a device that lifts the young escape artist off the wooden floor and into the cylinder. The assistant then slams shut the metal lid and locks it tightly. Then it gets interesting. A voice emanates from inside the cylinder, Scott talking through a microphone in his costume.

"The cylinder is airtight my friends, I'm sealed in, and all this talking

will surely waste what little oxygen I have left. But to advance your enjoyment of the escape..." he motions to his assistant, soldering iron in hand, and the crowd watch as the escape artist is sealed into the tube. "Now I must ask for a volunteer. Shilo, please, do your thing." Shilo hurries off the stage and pulls a waitress from the bar area, and brings her on stage. "Hh..." Scott takes another breath, the lack of oxygen already getting to him. He had endured worst, but not for a long time, and for all his vicious training, he wasn't fully ready. This would count against the escape. He knows this and files it to the back of his mind, then continues.

"Miss... always a Miss, isn't it, Shilo?"

The young black man nods and smiles, and the young waitress blushes. "Simple task, Miss. Pull that switch on that table." He motions towards a small table, and the woman picks up a small device, and as soon as she presses the button on it, the inside of the tube erupts in flames, causing Scott Free to vanish in the inferno. The crowd rumbles with surprise and worry, and Shilo Norman puts his hand on the young lady's shoulder, reassuringly. The flames inside of the tube subside, leaving the crowd gasping for breath, totally taken unawares by this stunt. A voice at the back of the audience causes everyone to turn and look, and Shilo Norman stands there, smiling. After that, they spin back round to the stage to see Mr. Miracle with his hand on the woman's shoulder, a smile beaming from beneath his mask. The escape was worth it, he thinks, as the woman flings her arms around his neck and kisses his mask.

Boom. An explosion causes windows to shatter everywhere down Kane Drive. Shards of falling glass fall to Earth and a man... A God... Walks the streets of Gotham. It has begun... A devil has emerged from Gotham, a pestilence that could engulf the world, and it has crawled from its bestial home to the surface of this once fair city. The Pursuer is here. Pursuer has come and pursuer shall leave... With it's quarry. Scott Free, time to come home.

It's a simple task of removing the data disc from his utility belt and tending to the criminal's wound. Batman doesn't want those who he has

caught to bleed out before they can be sent down to Blackgate for their crimes. He takes out the disc and attaches it to the injured man's head, and quickly draws a black bat atop the other man's forehead. Gordon will know that this was him, and will understand the message. He smiles slightly, and then, after contacting the Major Crimes Unit office, fires off his grapnel, and vanishes into the night.

It's not long before he picks up the call from police headquarters asking for any and all assistance. Something's on the loose downtown, and he's slaughtering any one who stands in his way. Batman grimaces. Who is it? An old hat? A new face? An old hat with a new gimmick? He presses another button on his belt, and a roar of engines over tires fills his ears. The car. He lands in the middle of a deserted street, past rush hour, past the time when men and women drive down the streets looking for a good time, and before the morning hurry. He picks up a manhole cover and jumps down into the sewers. He feels his way a couple of meters down the sewage covered walls and then finds the brick that is pushed out more than the others. He presses down hard on it and then the wall opens up, and the car sits, purring, ready. He leaps in, presses down hard on the ignition, and flies down the abandoned subterranean railway, and heads for where he's needed.

Scott Free jerks up in bed. He was tired after the show, and had fallen fast asleep when he returned to his motel room. He was tired before, but now he was buzzing, awake and ready. Something had stirred in the back of his head, an itch returning from his past. He's not alone on this world anymore. Someone has followed him to Earth... Someone has boom-tubed through reality to land here; on the planet he sought refuge. How can that be? How can an agent of Apokolips, an assassin of Darkseid reach this plain of reality?

He was being pursued by Devilance... He was going to die. He was going to die even before he could see his most loved... No. Scott stands up, shaking his head. You don't hide from the omega. You confront the end, head on; take a ride on the fringe of death and then you ride resurrection outwards and onwards... Devilance was death to his freedom, but to run from this challenge would be running from a challenge. He had to escape, not from the threat, but from the fear. Scott smiles slightly,

sweating all over, and picks up his costume. Devilance was coming, and he wasn't going down without a fight.

The car slides up onto the street and speeds down the road until it reaches the police cordon. Gordon is there, shouting through the megaphone, giving out orders and trying to contain the situation. The car streaks next to him and brakes all of a sudden, allowing Batman to step out of the vehicle.

"I'm glad you could make it."

"I was at the harbor, dealing with someone trying to sneak cocaine into Chandelier..."

"I've lost some good men, Batman. We need to end this... But this guy is taking all our artillery, all our firepower, and just walking down the road. He's heading somewhere, and we don't know where." he removes his glasses and wipes them on his shirt, clearing the lenses. "Thoughts?"

"How many men have you lost?"

"Too many, too many."

"Call your men back. Let me take a shot."

"They won't like that..."

"If I fall, then they can take up the fight, but I want a chance to see what this guy's made of."

Gordon nods slowly, and gives the order, calling the men and women back behind the cordon. The police officer turns and looks at Batman, but he's already gone, a whip of his cape vanishing into the car and then speeding through the cordon until the vehicle collides head on with the villain.

Gordon blinks. Then blinks again. The man is encased in the vehicle, steel and plastic wrapping itself around him on collision. He blinks again. The man tears himself free, and continues walking, Batman's vain

attempt to stop him failing.

Where is the Batman? Where has the hero disappeared to? Three batarangs shoot down out of the sky, and then another five, three, six, impaling the creature's armor, and then as the final one collides with the material a massive detonation erupts from the blades, the car erupting in a fireball, engulfing the creature and causing him to vanish in the flames. Batman stands atop the side of a building, his arsenal of batarangs gone, hopefully stopping this unstoppable force. Wishful thinking. The man continues walking forward, his attention now turned to the man draped in shadows.

"You fight like one of our. Down and dirty with tricks aplenty. But that is something Scott Free would never do. Never... 'Reduce' himself to. I am searching for the Escaped. Give him to me or perish." The man speaks fluently, clearly, and the words are strong, bold. Batman grimaces.

"I don't know anyone by that name. And even if I did, I wouldn't let him get anywhere near you." Batman dives down off his perch and lands near the man.

"Then I will have to kill you."

Batman shakes his head, and crouches, getting into a fighting position taught to him by N'ahari, Son of the Lion, an African chieftain he stayed with for six months on his travels. The two men look at each other, take each other in, and make their moves.

First rules of a fight. You know your stuff. You know your moves and you know how to throw a punch. Technique is good, but style... That helps. Second rule of a fight. Keep moving. You keep moving, you don't get punched through the stomach and find your spine is in the hand of some steroid pumped ex super soldier who was a failed military experiment from the 1940s. You keep moving, you go for nerve clusters, pressure points, and you take your opponent down.

Batman is doing everything that he's been taught, and this guy, this

oddly-garbed, massive stranger, takes his pressure punches, his knock-out blows and bone breaking kicks, silently, and keeps walking. Batman frowns. The muscle on this freak... it could be super steroids. Meta enhancements. Something buzzing beneath his skin granting him invulnerability.

Batman can barely react before the man goes for his own attack, raising a strange spear like weapon from out of nowhere, and striking it down against the pavement, causing a tremor to shoot outward from the point of impact. Batman rolls back, kicking himself clear of the man, and looks down at his arm. A thin gash is bleeding across his shoulder, and the wound threatens to widen. Batman shakes his head and rips his own cape, binding the wound before it can become worse than it already is.

"I can kill you on a whim, champion... But you offer me a pleasant diversion from my mission. It shall be an enjoyment to have your hide in my chambers."

"The only hide you'll be getting..." Batman leaps up, and delivers a crushing blow to either side of the man's neck, a blow that would shatter any human beings bones, but only causes the man to stagger. "Is the hiding I'm about to deliver now..."

The strange warrior lashes out, and sends Batman flying into a wall with a crash and a rain of dust and dust. This wasn't going well.

"Get away from him, Devilance!" A new voice enters the fray, a loud, imposing, impetuous voice. Devilance the Pursuer turns in its direction, a smile forming on his lips.

"SCOTT FREE! You show yourself at last! Our lord and our leader, the dread Darkseid has sent me forth to return you to Apokolips... So prepare yourself for your return!"

Scott Free, clad in his Mr. Miracle costume, stands about thirty meters away from the massive hunter, and shakes his head. "I think not. You can leave now, or endure the consequences. Return to your master with your tail between your legs, or suffer, Devilance."

Devilance smiles slightly, and shakes his head. "We both know that is an

impossibility. But I thank you for your offer.”

“I tried.” Scott throws down something, and vanishes in a flash of light, leaving Devilance confused. Before he can react, another flash of light emerges from the debris strewn area where Batman landed, and then another, showing that Batman and Scott Free are gone for now, but Devilance has his scent, his aura has flittered across his eyes, he can find him anywhere, track him to the ends of this Earth.

Batman moans slightly, the pain in his arm overtaken by the pain in his back. That hurt like the devil, and he needed something to lash out on. Scott Free stands next to him, shaking slightly, taping his foot impatiently.

“Mr.... Mister Miracle, I presume. But maybe not just him... Scott Free, I presume?” He stands up, dizzy.

“Yes, yes, I am he... both of them. That one you faced down there... his name is Devilance, an old acquaintance of mine.”

Batman shakes his head, confused. “Where do you come from, that breeds such... Powerful men?”

“Men? Oh, you are mistaken Batman. We are Gods. New Gods. I am Scott Free, and I have escaped just that... But... Now my hopes of freedom are over. Devilance will be upon us soon, and I fear that we cannot stop him.”

“We can damn well try, Miracle.” Batman shakes his head. “You’re an escape artist are you not? I recently heard of you. Twice in one night indeed. I think they call that a cosmic coincidence.”

Scott Free grabs Batman’s shoulders, and shakes his head. “There is NO such thing as a cosmic coincidence. There are webs of chance underlying this reality, an underspace that dictates everything that occurs, and all these webs of chance link to the Source...”

Batman pulls himself free and looks the man up and down. “What are

you?"

"I have told you, Batman. A New God... Born of Genesis, raised on Apokolips..."

A noise interjects the conversation, the sound of crushing brick slowly approaching. The caped duo pop their heads over the ledge of the roof and gasp. Deviance was pursuing them, even up here, and he was approaching slowly but surely.

"You can tell me your life story later. Assets. List our assets. We've got our heads and our bodies, my utility belt and anything else I have on my body, what about you? Some kind of short range of teleporter..."

"Mother Box."

"Mother Box?"

"Something I've tried not to use so much, in case they can track its use. She talks to me, and I know this might seem like the ramblings of a madman, but you must believe me, Mother Box is the greatest asset we could have."

"What does Mother Box do?"

Scott Free pulls off the sleeve of his costume revealing a device strapped to his shoulder. A 'pinging' noise emerges from the small box, and Scott touches Batman's shoulder with the same limb it resides on. At that very moment, their minds touch. They connect in a way impossible by human standards. Everything is revealed to each other, the horrors they have both endured, and the trials they have suffered through...

Batman pulls himself free, and looks at Scott "What in... What in God's name was that?"

"Mother Box connected our minds... It was the only way I could show you that I wasn't lying... We're now connected through the reservoir of thought in your mind that dictates logic... But even then, Mother Box spread itself, and you are now protected... Bruce."

Batman shakes his head, confused. "I saw... Fire falling into the sky... People being tortured... Is that where you have come from? That place?"

Scott Free nods. "Yes. I'm sorry that I did that to you, but I... I had to make you know..." He pulls off his mask, showing his young face, not even out of his twenties, his eyes belying an ancient wisdom. "He is nearly upon us...our assets... Mother Box is connected to everything. A living uplink to the Source... We can use that I think... But how... How will reveal itself to us when the time is right..."

Batman clenches his fists, anger spreading through him. "Now is the right time!"

Before they can continue their conversation Devilance leaps upwards from where he was climbing and slams himself down next to the two men, grabbing Scott Free by the leg and dragging him down floor by floor through the building as the force of his leap sends them dropping earthward. Batman spins around, and fires off his grapnel, then dives down the quickly growing tunnel, following the two men as they approach the floor. The two New Gods come to a halt, and Devilance tears something from his belt, but before he can trigger it, Batman grabs Scott's hand, and his grapnel sends them both shooting into the sky. "Activate your teleporter!"

"Mother Box says that this is a bad idea!"

"He's going to catch us and take you back, you know it, and I know it, so DO AS I SAY!"

Scott obeys, activates his teleporter, and then the two are suddenly high above Kane Drive, flying upwards, their momentum from before being transferred as they jumped through reality. "Oh I see..."

Batman turns and sees Devilance emerge from the crater in the building and quickly evaluate what was happening. As the two men find gravity taking effect Scott activates the teleporter again, sending them five buildings across.

"This is pointless! He is the pursuer! He will pursue until we fall and die. Five buildings may as well be five steps..."

Batman shakes his head. "Think positively. What was that device your friend was pulling in the building back there?"

"Boom tube trigger. A portal back to Apokolips. Created by Himon, my mentor, and the all-knowing Metron... Powered by the a fraction of the X-element... A molecular slither of the x-element, and powerful enough to allow the bearer to travel through reality itself. A tool used by Darkseid to conquer galaxies."

Batman notes Scott flinch at the words. Darkseid. The name oozes with evil, death... Darkseid.

"Boom tubes send your people back to whatever realm you came from?"

Scott nods. "Yes."

"Plan forming. Give me Mother Box." Scott looks at Batman and shakes his head.

"What?" The machine pings excitedly at the aspect. "No, you stay with me... Why? But... Ok. Ok." Batman frowns. The machine... The Mother Box was talking to Scott through some kind of telepathy. Scott unravels the living computer from his arm and passes it Batman. "What are you going to do?"

"Think on my feet. Keep that creep occupied." Batman leaps backwards off the building and as he vanishes from site, Scott can hear him utter the word: "...Escape..."

Devilance is on top of Scott before he can think. The Pursuer unleashes a blast of energy that strikes Mister Miracle's back, but not close enough to kill the young hero, only remove his flowing cape. Scott vanishes in a burst of light but his enemy is ready, and Devilance backhands mid air, causing the rematerializing hero to fly over the rooftops. Devilance leaps over to where his prey lands and smiles.

*Swinging through mid air, the light floods his mind. He sees his Mother and his*

*Father smiling, his father holding a red balloon his mother wearing the pearls. What is this? Batman shrugs slightly, but then feels his mind moving. He comes into view in his own daydream, a small child only wanting to be embraced by his parents. A smile spreads across his lips. Mother Box was granting him an image of his past, one unfettered by the darkness that came later. Mother Box had spoken to him in this dream, and the vigilante knew what to do.*

“Your friend abandoned you. As they all shall in the end when the master arrives. Alpha, Omega, he is coming. None can escape the unblinking, all seeing gaze of Darkseid.” The villain pulls his trigger from his belt and presses the red square button, causing another explosion to wrack Gotham. Windows left untouched by the first boom tube are shorn from their moorings, and Devilance picks up his young quarry.

“Devilance!” Batman emerges from behind the villain and smiles, causing the triumphant New God to hesitate. “Give me enough time before hand, and I can plan the fall of Gods. And this is your Gotterdammerung.” he raises his gloved hand where Mother Box is attached and nods slowly. “That man told me something minutes ago that stuck with me. ‘Mother Box is connected to everything. A living uplink to the Source... We can use that I think... But how... How will reveal itself to us when the time is right...’ and guess what, Pursuer? That time is now.” Mother Box explodes in a cascade of color, and Devilance drops Scott, his hunter’s belt where the trigger lies glowing brighter each moment.

“What devilry is this?” Devilance pulls the trigger from his belt and throws it away from himself, but it hovers in mid air, and flies back to the New God.

“Connected to everything, Mother Box is a living connection to the Source. And X-Element... Is a part of the Source. Meaning... Mother Box can control where you travel through that Boom Tube.” Batman presses a button on his belt and a high pitched squeal fills the air.

A black shadow moves across the clouds and suddenly ducks beneath them, the Batwing, hurtling towards the New God at amazing speeds. Scott Free looks up and smiles wearily, then vanishes in a flash of light, and Batman throws another batarang, one that causes the New God to stutter and flash and electricity race to through him. He loses his footing, and the jet streaks into him, sending the villain into the rapidly

closing boom tube, and to parts unknown.

Scott Free appears next to Batman, and the vigilante takes off the quietly pinging Mother Box and returns it to the New God.

“You are like an Apokoliptian warrior. You do not know how to give up.”

“I’ll take that as a compliment.” Batman nods slowly and smiles.

“Did Mother Box speak to you?”

Batman looks up and smiles. “Yes.” He was happy. For the first time since Dick had flown by his side as Robin, he was happy. Mother Box had alleviated a burden, taken away his pain for brief moments, but that peace could last however he wanted. “She did.” He changes the subject. “What now? What of you?”

“I came to this world looking for my people. My friends. The denizens of Genesis.”

“Genesis?” Bruce’s eyes widen.

“I wish to be reunited with my father... he sent me to Apokolips for reasons known only to him. Will you help me, Bruce?”

“Scott... I will do anything in my power to help you find your people.” Batman looks up to the sky and nods, then frowns. A massive echoing explosion fills the air. But the echoes are not echoes, but the repeating of the same noise. Batman and Mister Miracle’s eyes widen. Scott uttered the creatures’ name, as Batman stood confused.

“Highfather! Parademons...! Apokolips has come to Earth!”

**TO BE CONTINUED NEXT MONTH WHEN THE DC2 LAUNCHES THE CONTINUITY-WIDE MEGA-CROSSOVER EVENT, *CRISIS: THE APOKOLIPS IMPERATIVE!***

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## From the same author on Feedbooks

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

Tales of the Green Lantern Corps Special: Facets.

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

Batman #0 (2005)

Batman: Shadow of the Bat.

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

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

Live his earliest years in this book!

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

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

Batman #1 (2005)

Batman: The Smoking Gun, Part 1.

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

Batman #2 (2005)

Batman: World's Finest?

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

The Flash #0 (2005)

The Flash: Time Flies, Prelude.

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

*The Flash #1 (2005)*

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

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

So obviously...

Something has to go wrong!

*The Flash #2 (2005)*

The Flash: Time Flies: Whispers.

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

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

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

*The Adventures of Superman #4 (2006)*

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

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

*Action Comics #2 (2006)*

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

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

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

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

*The Adventures of Superman #5 (2006)*

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

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

*Action Comics #3 (2006)*

*Action Comics: Black Zero, Part 5: Endgame.*

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

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

*The Adventures of Superman #10 (2006)*

*The Adventures of Superman: Doomsday.*

**THIS IS THE FINAL ISSUE OF THE ADVENTURES OF SUPERMAN**

*Crisis: The Apokolips Imperative, Part 1!*

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

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

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

*Action Comics #4 (2006)*

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

Superman has left Metropolis? Lex Luthor targeted for death?

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

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

Action Comics #5 (2006)

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

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

Action Comics #6 (2006)

Action Comics: Full Circle and the End.

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

Batman #3 (2006)

Batman: A Riddle Wrapped In E. Nigma, Part 1 (of 2).

He's here! The Count of Conundrum! The Prince of Puzzle himself... The Riddler! Edward Nigma has arrived in The Batman's world, and Gotham City won't ever be the same again! Continued from the events of #0, Batman is about to have the worst night in his short career...

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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