



## **Action Comics #13**

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**Published:** 2007

**Categorie(s):** Fiction, Fan Fiction

**Tag(s):** "Lex Luthor" "Lois Lane" Comics DC2 Superman Parasite Barrage Bloodsport

**Action Comics**  
**Issue Thirteen: "Convergence"**  
Part One of Two: *The Thing That Should Not Be...*  
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***Somewhere:***

The truck driver turns to the hitchhiker. "Where you headed?"

The hitchhiker doesn't look away from the road, his face hidden by the cap he wears, his skin dry and patchy, a thin layer of stubble formed across his jaw, the darkened face of a man on the road for days. "Kansas."

"Anywhere in particular...?"

He thinks for a moment, and the word rolls off his tongue. "Ssssmallville." He nods. "Smallville. Seems like a place I want to go."

"That's lucky, I'm headed there myself... "

The hitchhiker smiles and then removes the glove covering his hand, the driver not noticing it as he moves it towards his face. "Lucky... "

***The Cadmus Project IV, Location: Unknown:***

"But that's off limits!" He shakes his head, the other man continuing what he was doing, eagerly experimenting with what is behind the lead shielding. "You can't... Faraday himself gave the order! You can't experiment with Isotope X!"

"Faraday isn't here, is he? I had an epiphany during the night, I realised... We could harness so much energy from this stupid chunk of

meteor! It's... It's basically super energised rock! We harness the movement of the atoms somehow, and we'd... We'd find a power source that wouldn't need replacing for centuries!"

"Jerry, please, you don't... The order was made, I'm going to have to shut down the project and report you. You're going against so many rules and procedures, and they're there for a reason!" He places his hand on the shoulder of his workmate, who shrugs him off as if he were a fly, an irritant. "Jerry... "

"Look, just leave Bob! I've nearly... I've... " The rock fractures slightly, light glowing outwards as something begins to happen. "I've... Done it!"

### ***Metropolis:***

"I want SUPERMAN! SUPERMAN! No more of you... You pigs!" Barrage fires his weapon blind, striking a building behind the police cordon, debris and rubble falling straight towards the men and women standing there watching the commotion unravel.

"Barrage." A voice, a gust of wind, the rubble collected in a flash of the red cape, the men and women moved back to safety, a hand twisted around the artificial limb that Barrage calls his own, and then it's over. "No more." Superman crushes the weapon together until it's a small chunk of compressed metal, and then drops it to the ground. "I don't know how you've untangled yourself from your nanomachine infection, I don't know how you keep getting out of Stryker's and I don't know how you keep finding these weapons, but Barrage... No more." A simple tap on the back of the man's head and he's unconscious, and it's then that Superman can take a breath. The Man of Steel picks up his cape, full of the rubble he had collected, and begins to take off, only to be stopped by a familiar face that approaches from behind the police cordon. "Captain Sawyer... Good to see you on the street again... "

The blonde policewoman smiles, a thin scar running down the side of her face the only reminder of the injuries she sustained on the day that Metropolis was invasion Darkseid's unholy Parademons. Her long hair hides it, but the pain behind her eyes doesn't hide the scars she holds inside. "Pleasure's all mine." The Man of Steel lands, the red cape over his

shoulder stretching to contain the tons of rubble, and then puts his spare hand out, and she takes it. "After a year of forced vacation time and a promotion by the powers that be... It's good to be back, I guess."

Superman nods in agreement. "You're not the only one, Captain."

Maggie brushes the hair from her eye and looks around, the police officers moving from behind the cordon and placing Barrage in handcuffs, ready to take him away. "Yeah, I heard you'd been around less and less... Something keeping you away from Metropolis?"

The Man of Steel shakes his head. "Not anymore... "

"Well... I'm glad you're here."

"Likewise. I have to get rid of this debris, but I hope I see you again, Captain." He smiles once more and then flies off, vanishing into the sky.

Maggie Sawyer smiles and shakes her head. "Catch you later, cowboy."

### *Smallville:*

Martha Kent looks out over the fields, and remembers times past, when her husband tended the fields, when her life was complete, and she smiles. Long since had the time for mourning passed, and now she took the time to enjoy life, to make sure she savoured every moment of it. "Have fun?"

Clark Kent smiles as he pulls on his red t-shirt, stepping into the kitchen and smiling widely. His hair was longer than usual, uncut, and he had left his glasses upstairs. "Didn't realise you heard me come in... "

She turns and puts her hand on his shoulder. "I heard you land upstairs. You're lucky; I just took a fresh pie out of the oven... Would you like a slice?"

Clark smiles. "You have to ask? But please, let me... "

He goes to open the oven but Martha shakes her head, taking a spoon

out of a draw and patting Clark's hand hard. "No, no... I can handle a pie dish, thank you very much. You stick to your aliens and monsters!"

"Is that another one of Mrs Kent's splendid Blueberry pies I smell?" Martha and Clark turn to the door and are met by the smiling face of Pete Ross.

"Pete!" Clark stands and puts his hand out to him, and the blonde haired man takes it and laughs. "What brings you down to the farm?"

"That delightful smell, got a whiff of it down in town! I swear, my taste buds are tap dancing on my tongue... Mrs Kent, one of these days you must share the recipe with me... "

Martha smiles. "I will when you call me Martha, Pete, I've told you before... "

Pete sighs and places his hand on his chest, shaking his head. "But Mrs Kent! After 30 years I don't think I could change the way I address you... My apologies... "

"Then until you figure out how, this will have to keep you happy!" She smiles and she passes him a plate of the still warm pie, and then heads for the door. "I'll leave you two boys to it, I've got some chores to run in town, I'll be back in a few hours."

"Yes, Ma." Clark smiles and digs his fork into his pie, and then turns to Pete.

"See you later, Mrs Kent!" Pete waves and then takes a bite out of his.

"So then Pete, what brings you here?"

Pete places his fork down on the plate and his face grows more serious. "It's Lana... She's still so down about all this stuff with Conner I... " His voice trails off. "I want to cheer her up. The three of us, like we used to... " He smiles. "Night on the town, what do you say?"

Clark looks at his pie and moves a piece around with his fork, and then looks up, smiling. It was his fault that Lana was like this. His fault she

was targeted. "You sure I... You sure I should show my face?" He laughs uncomfortably, and takes another bit of the pie. "I don't know if I'm going to be her favourite person right now, you know?"

"Clark... " Pete shakes his head, and looks straight into Clark's eyes. "You are one of her best friends, no matter what you went through, before or after, you know? You're coming out with us. It's decided."

Clark smiles and slaps Pete on the back of the head jokingly. "Want to pass a ball around out back?"

"Tsh, Kent, you have to ask?"

#### *The Cadmus Project IV, Location: Unknown:*

"Dammit, Bob! I had it! I had the key to unlocking the power, and then you go and report me to the brass!" The man shouts behind himself as he's lead from the lab, his work piled into a cardboard box and sealed.

"You know the rules, Jerry! You know them!" Bob rolls his eyes and then looks over to the glowing Isotope X. "What are going to do with you, eh?" He activates the mechanical arms and seals it into a lead lined container, and then places it on a trolley, and using a remote control, wheels it out of the room. He begins to roll it out to the hallway when a man in a maintenance uniform walks into him.

The man pushes his cap up and smiles awkwardly. "Uh, sorry... "

"Just the man I was looking for! I need you to move this into storage for me, that alright?"

"Sure Doctor, sure... " The man takes the trolley from the scientist and heads down the corridor, and when the man is away from Bob he begins talking to himself. "'Sure doctor'... Wa, wa, wa... Get a backbone Langer! 'No way, idiot, I'm heading out on my break!' Jesus... " He kicks the trolley hard and the container falls onto it's side with a thunk. "Jesus!" He moves his hands out, trying to stop it from falling but fails, and the container rolls off the trolley and cracks open, Isotope X bathing the man in light. "Holy— AHHHHH!"

*Metropolis:*

"He thinks he can come into Suicide Slum, tell us what's what, what's going to happen and what he's going to do?" The man shakes his head, taking a puff of the cigar between his lips. "We can't have that, can we?"

"No Boss!" The men sitting around the dark table shout in unison, drawing a smile from the man's lips, the scar that runs from his eye down to the edge of his mouth widening slightly as his muscles are used.

"No Boss is right, guys and gals. We need someone to take care of Lexy, we need an assassin who can get in and out without being caught, without being lead back to us... "

"Any ideas, Boss?"

"Boss Moxie? That name is synonymous with ideas. I have already contacted the man for the job."

"Who Boss? Who?"

"Bloodsport."

"Who?"

"One of the worlds greatest shots. Guy thinks that the worlds a battlefield, after a brush with the enemy in the Gulf... " One of the men around the table raises his hand, his well fitted italian suit moving with his arm as it nervously reaches up. "Speak."

"Which Gulf?"

"The... Only Gulf?"

"Uh... " Before the man can question Boss Moxie anymore the gang leader pulls his gun and shoots him in the head, the man flying backwards headfirst at the sheer momentum of the alien weapon that had just been used. Boss Moxie smiles a wicked smile, his scar twisting across his face

like a devil.

"Amateurs. The first Gulf War. Get with it. He went crazy. But we've helped shape this mans insanity... Into a fighting machine!"

"You the Boss, Boss!"

"Suck up."

*Meanwhile:*

"Suicide Slum will no longer be." Lex Luthor stands at the head of a large hall, dressed in a pink shirt covered by a black jacket, his tie tucked beneath it. "We're going to rebuild, we're going to ensure that everyone who lives in the place I grew up, the place I'm from, will have an equal chance as those from aren't. New housing, new jobs, everything the citizens need. And then we're going to move from Suicide Slum to anywhere else that needs revitalization. We're going to help ensure that the City of Tomorrow gives every man, woman and child a shot at being the next Lex Luthor, the next Oliver Queen, the next Bruce Wayne! All you need is a bit of determination, and you can get anywhere. I think I'm a proven case for that!"

"That was amazing Chief!" Jimmy Olsen nods at his words. "Seriously... Wow."

"I'm glad you think so James." Lex rearranges his tie and steps down from the podium in front of the empty hall. "And I mean every word of it."

"It's an honour to be working for you, really, an honour... "

"You're wrong there, James. You're not working for me, you're working with me, and Team Luthor is just that, a team... " Lex smiles and takes the glass of water from his press secretary. "Tonight should be interesting."

"Yeah, John Irons has really strong support behind him. The Daily Planet is backing him for the job... But I think you're a shoe in."

"Thanks for the encouragement!" He laughs, and then hands the cup back to an assistant who hurriedly leaves the room. "And James?"

"Yes Chief?"

"I like that. 'Chief'. Keep it up, James."

"Yes Chief!"

*Elsewhere:*

"I NEED COFFEE!" Perry White bursts out of his room. "YOU!" He points to an intern who spins around and nearly drops the papers in his hands. "COFFEE OR DEATH!" The intern nods vigourlessly and drops the papers on an empty desk, and then runs off in a hurry. "LANE! LOMBARD!" He points across the newsroom to two desks, those of Steve Lombard and Lois Lane, who look up at their names. "If you're not here in twelve seconds you'll be working in the copy room, HOP TO IT!"

"He's taking the kid's leaving pretty well... " Lombard smiles.

"Shut up, let's go." Lois leaps up and grabs her notebook, swiftly followed by Steve who is hot on her heels. "What's up Chief?"

"DON'T CALL ME CHIEF!" Perry shakes his head. "Damn. Lane, where's your piece on the Irons election platform?"

Lois beams. "In your inbox, Perry."

"Amazing. Lombard, I see we're still waiting for your piece on the Keystone Kats' / Gotham Bears ice hockey game. You wanted it in there, so where is it?"

Lombard swallows hard. "I... I was just about to send it to you, Perry..."

"JUST ABOUT? Do I look as if I'm going to send something to print that's just about sent to me? You've got five seconds before you work in Maintenance, GO!" Lombard leaps out of his chair and bursts out the room,

nearly colliding with the intern holding two cups of coffee. "AND DON'T CALL ME PERRY!"

"Are you ok... Perry?" Lois smiles and takes the coffee from the intern and hands one to her editor. "You seem a bit on edge... "

"I am on edge, this whole election hoo-hah is making my migraines get head aches, and the worse thing is we lost one of our best photographers to the enemy... " He shakes his head. "I'm sick of Luthor and him having his fingers in every damn pie in the city... " He sighs, and sips his coffee. "Is it obvious?"

Lois smiles and drinks from the other cup. "No, we'd tell you if it was... "

"I wish Kent were here." Perry places his coffee on his desk and starts typing on his keyboard.

Lois' eyes widen. "Smallville?"

"Right about now he'd say something that would make me feel a damn sight better than I am. He had a knack for saying what needed to be said... "

"Or what didn't... " Lois mutters to herself, shaking her hand and then taking another sip.

"What was that?"

"Nothing!" She smiles and stands. "I'm going to cover the debate at the Siegel Centre tonight, I'll have it written up for you before the morning edition goes to press."

"Take Troupe."

"Troupe?" Her eyes widen. "You want me to drag around a novice? You know that's not my style Perry... "

Perry looks up, a smile on his lips. "Look Lane, seven years ago I assigned you to Kent and he became one of the best reporters at this paper, and I want to see if any more of your talent really rubs off on people.

Troupe is your partner for the foreseeable, at least till when Kent gets back... "

"Sure Chief... "

"And don't call me—" Lane closes the door before Perry can say anything else. "Oh, what the hell... " He sips his coffee again and then looks at it. "This is... This is decaf... Oh, heads will roll... " He jerks out of his chair and heads for the newsroom once more.

### *Smallville:*

Clark throws the football to his oldest friend and watches as he catches it. "How are things in town? I keep meaning to go down there, but I've been helped up with Justice League business... You won't believe some of the things we have to go up against... "

Pete looks around slightly, a bit anxious. "Aren't you a worried that someone will hear us talking?" He throws it back and Clark moves forwards to catch it.

"Aside from the fact that Kent Farm is as far out from town as it could be, my super-hearing would pick up the heartbeats or breathing of anyone in the vicinity of our conversation... On edge, Pete?"

"Me? Nah, worried maybe. Town's good. People are good. It's Smallville, Clark... Nothing changes unless it's with a bang. And there haven't been any bangs for years... " He catches the long ball from Clark and gasps. "You haven't lost your arm... "

"Heh... " Clark catches the ball. "I always found that this was the best way to hone my strength... "

Pete's eyes widen slightly, surprised. "I would have thought that pushing around planets and turning the world back on its axis might have been better... "

"Pete, my throwing arm is that powerful. I could break you in half if I threw it at you too hard, but it takes precision... Accuracy... " He throws

it again, landing straight in Pete's arms. "And concentration... To throw is short."

"Short?"

Clark smiles, and points behind Pete. "I was aiming for the Eiffel Tower."

"You're kidding." Clark smiles and catches the ball. "You're kidding." Pete's smile fades. "You're... Kidding?"

### ***Metropolis:***

"John Henry Irons. This is a £\$%^&\*£ joke! Some £\$%%^& in a position of power? It's £\$^&^% ridiculous!" The man slams his fist into his hand, and then looks at the bigger man in front of him. "I want him dead. An example to all the others out there who think they have a shot. They ain't nothing. Think they can take our jobs. Take our women. Enough is enough, time to make a stand."

"Hey, if the man has it coming to him, I'll make sure he's dead. Done and dusted. Wanted to have a shot at a superhero for a long time, but I've been in the lower leagues for a while, honing my craft... "

"Yeah. Your craft. How is that coming for you?"

"I just think and weapons appear in my hand. The implants work a hell of a lot better than I thought they would."

"Hey, we don't invest in failures... "

"Don't talk to me about investment. You hijack a government van, you stole some sensitive materials, you stuck them in me. That's your goddamn investment."

"Watch your mouth. We can just as well rip 'em out your cold dead corpse... "

"You know what, Dan?"

"What's that?"

"You're dead." He pauses, thinks, and the .9mm appears in his hand, and with a swift motion, shoots his boss in the head. "Say hey to Hitler for me."

"What the hell man?" A man rushes into the room, alerted by the sound of gunshots.

"Dan's been fired. I'm in charge."

The newcomer looks around, at the smoking gun in the masked man's hand, and to the corpse of his old employer. "... Uh, sure thing... Bloodsport."

"You're damn right, sure thing! Now when's Irons appearing at the rally?"

***The Cadmus Project IV, Location: Unknown:***

"WHAAAAT'S WRONGGGGG WITHHHH MEEEEEE?!" He screams as his body explodes with power; light twitching around him, sound bending and life ending. He screams as if his body were being changed on a molecular level, destroyed and rebuilt, because exposure to Isotope X is doing exactly that! He collapses to the floor and looks at his hand and then what's left of his eyes widen as he sees the deformed mass of scar tissue that are his fingers. His form becomes liquid and then it shifts, he feels his mouth stretch, his eyes shrink, and his body grow, as the people who came to investigate his screams have their very lives sucked out of them! "TTTTT FEEELLSSSSSS... GOooooooOOooDDDD!" He collapses, racked with seizures, and then it stops, his body different, pulsating... He stands slowly. It takes a moment for his new perceptions to adjust, but when they do... He smiles. Pain is replaced with a hunger, but that hunger is sated for the time being. "Good."

"K-Karl?" A man cowers, his body thin and weak, depleted and drained. "W-What happened to you?" He tries to crawl back but finds himself against a wall. "Why are you... Doing this... "

"I feel... Alive... "

"You're... You're a Parasite! Killed all these people!" The man spits the words, and then Karl's eyes widen, his little black beads he calls eyes widening, changing.

"No way, idiot... I'm heading out on my break... " He grabs the man and pulls him close to him, and then a voice in the back of his head screams louder, and the man drops dead, a husk of a human, dead. "What's that... What's... " His every molecule buzzes. Something pulls at him. "I feel... What do I... Something... Something that could... Powerful?"

"When did this take place?" She taps her fingers on the desk as the man pauses the footage. "How long ago?"

"Two days, ma'am." The man in charge of the facility shakes his head. "I don't know what happened... "

"Me neither, but I know what will. This mon— this man is going to keep doing this until there's no one left or we take him down. And I don't think the first option is a viable one." She stands. "Rewind. What were his last words before he... What did he do?"

"He crawled through the air ducts till he reached the exit in Ohio... And then he killed the guards and escaped... " He grimaces. "Lost some good men... "

"His last words. Play them."

She watches the video camera footage once more, pristine visuals. "What's that... What's... " She sees him twitch. "I feel... What do I... Something... Something that could... Powerful?"

The man shakes his head again. "What could that mean?"

"If there's one person in this world who understands power... " Her eyes widen. "Get special unit on this. Analyse the footage. I want to know everything about this... Karl Langer that we don't know already. Full sweep of his home situation, everything. We need to find him."

"Yes, Agent Sullivan. What are you going to do?"

"I have a hunch."

*Smallville:*

"Mrs Kent..." Martha turns at the voice and her eyes widen.

"Lana!" She smiles and hugs the redhead, who smiles back to her. "Oh, how are you?"

"As well as I could be, I guess... What brings you to town?"

"Just grocery shopping. Need to pick some things up for dinner."

Lana smiles. "That's nice."

"You should come up to the farm one evening, I'll make dinner, it'll be nice, I'm sure Clark will..." Martha pauses as she speaks.

"It's ok, Mrs Kent. Really... It..." Lana struggles for words, her hand shaking. "Oh, Martha I miss him..." She falls into Martha's arms, tears streaming down her face. "I... I know it was all a lie... But it doesn't... Doesn't make it any less real..."

*Meanwhile:*

Clark's ear itches. "Do you hear that?"

"What's up farm boy, bored of my company?" Pete smiles and walks towards his friend.

Clark's ear burns. "No... Ah..."

"What's wrong is something... Super-related?"

Clark's ear bleeds. "AH! I was checking on Ma, just broadening the range of my hearing, letting it... Loose a bit... AHHHh... God... And Lana was

crying and then there's this... Screaming... I don't... Something's wrong!" He looks to his friend, and wipes the blood from his ear.

"Lana?" Pete supports his friend and helps him back inside the house.

"Lana... "

"If there's... "

Clark clenches his fist, the pain suddenly subsiding. "Ah! It's... It's gone... I'm going... gotta... Got to get into town, something could be wrong, I don't know!"

Pete looks around. "I'll... "

"I've got to go Pete, I'm sorry... "

Clark vanishes in a burst of light and wind, leaving Pete alone in the kitchen. "Well then." Pete grabs his car keys and hurries outside. "This looks like a job for Superman, doesn't it just?"

**TO BE CONTINUED**

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

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## From the same author on *Feedbacks*

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

*Tales of the Green Lantern Corps Special: Facets.*

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

*Batman #0 (2005)*

*Batman: Shadow of the Bat.*

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

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

Live his earliest years in this book!

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

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

*Batman #1 (2005)*

*Batman: The Smoking Gun, Part 1.*

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

*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...

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 #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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