



Mightiest Mortals #1

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Mightiest Mortals #1
"With a Stroke of Lightning!"
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Young Billy Batson staggered in shock down the rain-drenched alley. His curly mop of hair hung in soaked clumps as he stared straight ahead. Not that he saw what was occurring before him. His eyes were actually filled with the events of the last half hour, the bizarre subway, those leer-ing seven statues and the regal but wizened elderly man with the weird name.

He stumbled over a trash can, rousing a ruckus and sending the metal cylinder rolling and clattering. Suddenly, the alley was awash in the bright high beams of a car's headlights. Dangerous eyes checked out the source of the noise, and Billy dropped quickly to the alley floor, his heart pounding.

"Go check it out, dammit!" a large, thuggish figure growled as he hunched into his black raincoat. His thick brow was knit in frustration as the rain poured into his eyes. His broad ham-hand was wrapped around the throat of an older man, scared and desperate. "We won't be havin' any witnesses, got it?"

A leaner man, taller with long black scraggly hair streaming down his face from the pouring rain, started down the alley. He slipped a gun from the pocket of his bomber jacket and held it waist-high from his bent arm. "Step out! C'mon, where I can see you!" he shouted in a thin, reedy voice.

Billy was in a filthy puddle, the gritty water filtering into his blue jeans, into his ragged read sweatshirt, his mouth going dry despite the oppressive, relentless wet.

"Finish with the old man, Gibbons," snapped a squat man in the driver's seat. Well-dressed, well-groomed, he looked up at the large man with

the small beady eyes. "I want to finish this up. Deliver the message so we can get out of here."

"You heard Kano," the brute called Gibbons said to the frightened older man in his grip. "Message time. Mister Ibac is unhappy with the lack of proceeds coming from 'Stones, and he knows it because of you, Mister Bruchanski."

"No!" the threatened man squeaked out. "Not me, not me! I'll... I'll find them for you! I'm... I'm Mr. Ibac's biggest supporter!" He felt his voice get cut off as Gibbons's hand squeezed tighter.

"Mr. Ibac's much too smart for that," Gibbons replied in his gruff, low voice. "He knows. He looked over the situation carefully and decided, it's all you."

As fear lit up Bruchanski's eyes, the tall, lanky gangster moved ever closer to the soaked huddled mass that was Billy Batson, newsboy. Billy's mind raced, those thirty minutes coursing through his brain. *"Speak my name, William Batson, and fight for truth, fight for what is right!"*

"If only it worked that way," Billy muttered as a footstep splashed closer. "If only things got better by saying a stupid word! I can't believe I stumble onto a hit by Boss Ibac, that I'm going to die, and all I can think of is **Shazam!**"

The rains had just opened up over the streets of Fawcett City, pouring down in thick heavy drops that swiftly drenched anyone caught outside. One of these was Billy Batson, who had just barely closed up the small newsstand and protected his wares from the unrelenting storm. He shielded his eyes as he glanced up at the black clouds, but quickly dropped his head back down under the pelting rain. He was already soaked to the bone as he started to trudge through the streets of his home. Around him were the tall buildings of the financial district that made up the Plaza: wide clean avenues flanked by a combination of bright new glass spires and older but elegant art deco structural confections.

Soon enough though, he'd left that part of the Fawcett behind him, and moved on into the less glamorous, more utilitarian, and more rundown Parker Flats.

Street after street of dilapidated warehouses and factories lined the rougher streets as Billy's shoulders slumped further under the weight of the rain. His feet squished through the water collected in his shoes and the threadbare jeans and sweatshirt clung tight to him as he sighed heavily.

As he neared street that turned him into the nest of narrow lanes and rundown slums that made up his home in the Tangles of Fawcett City, he paused. The city had begun an ill-considered attempt at a subway system, but abandoned it over a decade ago. In all the times Billy walked this route back to his shabby little room in one of the many shabby little buildings of the Tangles, he'd never noticed one of the abandoned, boarded up subway entrances at this corner. Where had it come from, he wondered. Where did it go to? He felt a nervous smile as he approached the mysterious structure and slipped into the darkness. This could be the break he'd been wanting, a way into the radio station KWHZ, in whose shadow lurked his own little newsstand.

The heavens parted and a powerful golden stroke of lightning crashed into the thirteen-year old boy. The approaching gangster froze as he felt the raw force of the lightning, mere feet from him. When his eyes had at last adjusted from the flash, he felt for sure his eyes still weren't working. For standing little more than a yard from him was a god in red cloth. Well over six feet tall, with broad shoulders and a powerful chest, the new arrival stared down the alley with his deep black eyes. His white cape fluttered off his right shoulder, the scarlet shirt buttoned to his left shoulder veritably glowed in the high beams of the car. Gold glinted from his sleeve cuffs, his boots, his sash. It gleamed from the stylized lightning bolt on his chest, and the three gangsters just stared while smoke roiled off his body in the rain.

"Holy Moley" Captain Marvel said aloud in a shocked voice. He looked at the powerful hands before his eyes. His mind raced as Billy thought, *I didn't just say that, did I?*

"It's one of those long-john types!" Kano shouted from inside the car. "Plug him, Bench!"

The lanky gangster lifted his gun straight up and pulled the trigger several times in succession. Not that it mattered at all, for the bullets didn't

even mar the Captain's costume. While inside he flinched, outwardly a slow grin creased Captain Marvel's chiseled adult features.

"That's not working on me, you twerp," Captain Marvel said in a laugh. He took a lurching step forward and struggled to adjust to a brand new foot of height. His hand reached out, the back of it slapping Bench in the face and sending the criminal sprawling after bouncing off a wall. "Oops!"

Billy's inner voice continued to wince. *I can't believe the words coming out of my mouth. Twerp? Oops?*

"Gibbons, get him!" Kano commanded as he started to rev the engine. Bruchanski slipped to the ground gasping for air as Gibbons released him and stalked towards the Captain.

"You are steppin' into some big trouble, pal," Gibbons sneered as he looked ever so slightly up into the Captain's eyes. "Back out now, or get whacked!"

A squeal of tires indicated Kano's retreat, causing Captain Marvel's smile to further widen. "Your friend doesn't seem to have the same faith in your abilities." Instinctively, Captain Marvel gently swatted Gibbons and sent him sprawling. He looked at his hand again and nodded. "Wisdom of Solomon. Hmm."

Water dripped ominously off in the darkness. Billy's eyes tried to adjust to the utter void of light, but it was useless. He had no idea which way to go, he wasn't even sure now about turning around, as he was utterly surrounded in the black of the tunnel. Not even the stairs he'd walked down remained in his vision.

But there was another sound. A rumbling sound, growing louder, more powerful and insistent. Then a dot of bright light shone in the depths of the dark, and it grew larger and brighter with each second that the roaring grew louder and more fierce. Billy felt his heart beating in his chest as the light sliced through the darkness to reveal a glittering, silvery dragon of a subway train. It was hunched on its wheels like a great beast of legend, the bulk of its body laced in sigils and weird letters like Billy had never seen before, its eyes blazing comforting warm

light as doors at the side slid open. Billy felt almost compelled to step inside, and before he even had the chance to turn to find a seat, the beast roared to life and streaked down the rails into the darkness. Within moments, it screeched to a halt and the doors slid open wide and Billy stared in shock, awe, maybe a little horror, at the chamber that awaited him.

Large, vaulted ceiling, lined in leering, monstrous faces from seven statues, each labeled as one of the Seven Deadly Sins of Humanity, stared back at Billy's wide eyes. And down at the end of this chamber, almost out of sight, sat the regal, majestic figure of a man in rich robes of ermine. His aged, wrinkled face was framed in a thick white beard and scant white hair at the crown of his head.

"Enter, William Batson, and come to know your purpose here!" The voice boomed out, much louder than the teen would have thought could come from such an aged, slender figure. But in response to the invitation, one sodden shoe stepped out of the train and into the surreal chamber, and soon, Billy found himself walking toward the strange figure.

He approached Bruchanski, who looked back up at him like a frightened rabbit. "Good evening, sir," the Captain said, reaching his hand down to the elderly gentleman. "I'm Captain Marvel, and I'm here to help you."

Bruchanski slowly stood up and nodded in a daze. "Thank you. Very much... uh, what now?"

"Well, from what I've heard, you're willing to talk about what's happening in your neighborhood, right?" Captain Marvel asked. When he saw Bruchanski nod again, he smiled warmly. "Excellent. You go call the police, have them take these two into custody. I'll go pick up the third man and drop him off at the nearest precinct house. How's that sound?"

"Wh-who are you?" Billy asked the elderly man, who sat in a large ornate chair on a small dais. As Billy drew to within steps of the man, his eyes caught sight of a massive block hanging by the slenderest of threads. "Y-you gotta move, mister. That stone, it's gonna—"

"Break? I know, William," the elderly man said, bright blue eyes alight with life despite the aged appearance of his body. He leaned forward and a smile grew obvious despite the heavy layers of snowy beard. "Would you like to know a little secret?"

Billy nodded his head slowly, eyes now focused wide on the aged figure. "It's metaphorical. It's not really a stone block. It's the weight of all my years. That thread is what's left of my life. When it snaps, the Weight of Years will come crashing down on me, and I'll pass on from this mortal coil."

"I don't understand," Billy stared back up at the block and shook his head. "Then get up and get away from it."

"No man escaped Death, William" the figure said. "Not so easily. I have chosen you though, because every man wishes to be immortal. And in legacy, is immortality."

"Now I really don't understand all this, mister," Billy said as he took a step back from the strange old man. "What do you mean? And why do you keep calling me William? Everyone just calls me Billy."

"Very well, Billy. I am the wizard Shazam, and ages and ages ago, I crafted a spell that would allow a good and true person to use the powers of six gods to do good deeds and protect the world. Now, as my life draws near to an end, I would pass that gift to you. I've watched you, struggling with your life on the streets, never giving up hope, never surrendering to the easy way of getting ahead, never failing to try and do the best you could. You have in your heart the very innocence and virtue to best use these gifts. It will mean a great responsibility to accept this gift though, Billy. One I am sure you can shoulder, but it must be your choice."

"I'm dreaming all of this. I must be, this is just all so crazy," Billy replied, more to himself as much to the wizard. "You want to make me a super-hero?"

"If that is the word you would use for a champion, then yes. Now, Speak my name, William Batson, and fight for truth, fight for what is right!" The wizard has his arms raised above him, soft crackling noises coming as his voice rose and small arcs of electricity seemed to jump from fingertip to fingertip.

*"Your name? You want me to say **Shazam?**"*

A powerful bolt of lightning blasted down from the high dark ceiling, utterly rending the slender thread as it crashed into and coursed over Billy Batson. The last sight the youngster saw was the block crashing down onto the smiling wizard, crushing man and chair and dais alike. The lights of the train revealed six lines etched into the block for the occupant of the room to read.

*"The Wisdom of Solomon
The Strength of Hercules
The Stamina of Atlas
The Power of Zeus
The Courage of Achilles
The Speed of Mercury"*

And then the train roared off away and plunged the room into darkness and silence.

And then, young Billy Batson staggered in shock down a rain-drenched alley. His curly mop of hair hung in soaked clumps as he stared straight ahead. Not that he saw what was occurring before him, not at first. His eyes were actually filled with the events of the last half hour, the bizarre subway, those leering seven statues and the regal but wizened elderly man with the weird name.

Bruchanski continued to nod, fumbling for the cell phone in his coat pocket while his eyes followed the elevating form of Captain Marvel, who offered a farewell salute. Then, in a scarlet blur, the hero was gone.

Kano was streaking down the streets, panicking as he struggled with how he'd explain this to his boss. So wrapped up in thought was Kano, he didn't even realize at first that the car was no longer on the ground. He looked around in fright as the ground slipped out from beneath him, until at last the vehicle was set down before the police station. Three officers were running out of the building, guns drawn as Captain Marvel stepped out from behind the car.

"Officers, it's good to meet you. I'm called Captain Marvel, and Mr. Kano here is an associate of the other two gangsters I'm sure you've been called about by now." He looked down at the snarling gangster then

back to the police. "I'll be in touch, gentlemen." With that, he lifted off the ground, leaving behind several stunned observers.

As the crimson-clad hero soared through the air, he pondered all that had occurred on this stormy night. When he neared the run-down tenement that was his home, a new thought entered Billy's mind.

What do I tell Freddy?

The Terrace

"Well, Mr. Ibac, what do we do?" asked the nervous, scrawny man in the ill-fitting suit. He stood next to his employer, a large burly man bristling in short wiry hair. Ibac reclined in a luxurious leather chair, wrapped in a silk robe, and glanced up at his aide.

"Let the three of them reside in prison for the time being," came his low rumbling voice in answer. A thick hand with stubby fingers pulled up a book from the side table, and began to thumb through the pages. "We shall teach them to let me down, and lose a portion of my business."

"But what about this Captain Marvel guy?" the aide asked as he poured Ibac a sherry into a crystal goblet.

"What about him? A costumed strongman with delusions of grandeur," Ibac answered in a dismissive tone. "Hire the good Doctor Sivana to handle this 'hero'. My mind has other, more important issues for now."

The aide scurried off into recesses of the grand building, leaving the crime lord to peruse his book and let his labyrinthine brain wander.

If you enjoyed this story, you can find more alternate universe tales of your favorite DC heroes at DC3 Multiverse.

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From the same author on Feedbooks

Danger Trail #1 (2007)

Danger Trail: The Blood & Dragon Affair, Part 1 (of 3)

Danger Trail #2 (2007)

Danger Trail: The Blood and Dragon Affair, Part 2 (of 3).

Ninjas and vampires and diabolical plots, oh my! King Faraday, Speed Saunders and the Enemy Ace are joined by a masked crime-fighter as they face two secret societies with a monstrous agenda! Pulp action at its finest as we seek out...the Danger Trail!

Danger Trail #3 (2007)

Danger Trail: The Blood and Dragon Affair, Part 3 (of 3).

Learn the mission of the Blood Red Moon! Uncover the mastermind behind the Black Dragon Society! Watch our heroes try and work together when some can't trust others, and one has no clue that there's cavalry coming to the rescue! Who would have thought marital strife could be so much danger for the heroes, or so entertaining for the readers! It's the conclusion to "The Blood and Dragon Affair!"

Danger Trail #4 (2007)

Danger Trail: The Verdant Darkness Affair, Part 1 (of 2)

Mightiest Mortals #2 (2007)

Mightiest Mortals: In a Crash of Thunder

Mightiest Mortals #3 (2007)

Captain Marvel: Under a Seal of Six Gods!

Justice League #8 (2007)

Justice League: Lucky Number 7.

What are the chances that a rash of good fortune across the globe could be the League's next case? Pretty good when this luck starts rewriting the laws of the universe and threatening the existence of ages-old mystic defenses keeping ancient, primordial forces at bay!

Justice League #9 (2007)

Justice League: To See Tomorrow.

Why are there hawk soldiers of Thanagar on Earth? Who are the strange new superhumans appearing around the globe, testing and probing local governments? What exactly is the Justice League facing when a quartet of self-proclaimed heroes declares Earth "their last stand?" It's the beginning of an epic threat wrapped inside two strange mysteries that will leave the Justice League hoping that Earth survives "To See Tomorrow!"

Justice League #10 (2007)

Justice League: To See Tomorrow, Part Two (of Four).

"To See Tomorrow" continues as the stakes only get higher and secrets slowly start to unravel. Hawkman and the Martian Manhunter are caught between the Thanagarian invaders and their own satellite! The rest of the League is caught between Mon-El and Wandjina! And in the big picture, it's all symbolic of the Earth being caught between the enigmatic Overmaster and a still-hidden mastermind with dreadful intent!

Danger Trail #5 (2008)

Danger Trail: The Verdant Darkness Affair, Part 2 (of 2).

What connection lies between la Llorona's kidnapped children and Nyola's captured heroine Rima? What is drawing the natives of Central America and Mexico together? Speed Saunders, King Faraday and Midnight are joined by Doctor Occult to learn the truth before an Empire of Blood washes over the land!

Weird Western Quarterly #11 (2008)

Johnny Thunder: Steel Heart Iron Soul.

As Johnny Thunder, John Tane has evaded the deathbed oath to his mother never to do violence, and become Mesa City's great protector. Now he's about to be challenged on a whole new level when a powerful land baron makes a grab for greater wealth and glory, and the enigmatic renegade, Madame .44, has Johnny Thunder's heart in her sights! What might be his most dangerous mission yet will also be the first chapter in a ballad of love and gunslinging like the Wild West has yet to see!

Danger Trail #6 (2008)

Danger Trail: The Man in Stitches Affair, Part 1 (of 2)

Danger Trail #7 (2008)

Danger Trail: The Man in Stitches Affair, Part 2 (of 2).

The Revenant Program proceeds apace as Saunders and Midnight must struggle with former ally King Faraday to find the evidence that can shut down Doctor Zero for good! Maybe, just maybe, newcomer Argent St. Cloud can help out!

Speeding Bullet #4 (2008)

Bulletman: The Birth of Bulletman, Part 4 (of 4): Man Made Gods.

This is it! The mystery is revealed and the gloves come off as Bulletman duking it out with the Murder Prophet and his god of murder, the Nihilist! Can he come through his baptism of fire and blood intact? And even if he wins, does the Prophet truly get the last laugh?

Danger Trail #9 (2008)

Danger Trail: The Nation of Murder Affair, Part 2 (of 2).

As Speed Saunders and King Faraday join Argent St. Cloud to search for Michael Gallant, a wave of murders leaves the city of New York reeling as the heat rises, tempers flare, and Rue Morgue revels in the bloodbath!

Danger Trail #8 (2008)

Danger Trail: The Nation of Murder Affair, Part 1 (of 2).

Gangsters want Thomas Dewey dead at all costs, bringing Michael Gallant onto the case, Argent St. Cloud at his side! But when Murder, Inc. steps up to the challenge, can even he call on enough reinforcements to save the day?

Danger Trail #10 (2008)

Danger Trail: The Stolen Myth Affair, Part 1 (of 3).

It begins here! Threads woven from the start of the series, put into play centuries beforehand, all start to come together in this issue, as familiar faces return to the scene, dark forces gather for the attack, and the secrets of the Trail yawn wide and threatening! All this and a special guest-star...the Queen of the Amazons!

Danger Trail #11 (2008)

Danger Trail: The Stolen Myth Affair, Part 2 (of 3).

Things heat up for our heroes as the Dragon Queen and the Queen of Blood unite to betray Vandal Savage; Savage raids Washington, D.C. to acquire the Ineffable Libram; and King Faraday and Speed Saunders face off with Queen Hippolyta and Rima the Jungle Woman! Things couldn't get any worse than this, could they?

Danger Trail Annual #1 (2008)

Danger Trail: The Savage Sins Affair.

As the Stolen Myth Affair heats up, as a covert war rages on the Danger Trail, take a peek inside the history of the man who has set this all into motion...Vandal Savage! Balloon Buster Steven Savage is doing just that as he uncovers threads and connections surrounding the many figures of the age that all lead back to this diabolical mastermind, some stretching back centuries! If the truth about him can't be unraveled soon, those threads will choke the present day and continue into the future!

Danger Trail #12 (2008)

Danger Trail: The Stolen Myth Affair, Part 3 (of 3).

Vandal Savage begins his plan to bring the world into his control! King Faraday, Speed Saunders and Midnight, along with their assembled allies, make their bid to stop him, but there are three queens in this game, and each one has their own vision for how the endgame should play out! It's the end of the first year on the Danger Trail...is it also just the end?

Speeding Bullet #1 (2008)

Speeding Bullet, Part 1 (of 4): Modern Gods.

James Barr has developed a special device that allows him tremendous powers! Now he steps into a new world of masked men and heroic deeds, but is he really ready to take his place among the world's newest gods? Will the Murder Prophet usher in an age of blood first?

Speeding Bullet #2 (2008)

Speeding Bullet: The Birth of Bulletman, Part 2 (of 4): Deepest Secrets.

James Barr steps into costume for the first time, and Bulletman is on the case of the Obermyer murders. But so is another person...the actual killer, a mysterious being called the Murder

Prophet, who is paving the way for his master, and the police and the rookie hero struggle to catch up and stop him!

Speeding Bullet #3 (2008)

Speeding Bullet: The Birth of Bulletman, Part 3 (of 4): Bleeding Truths.

The race is on to uncover the real killer as Detectives Farley and Doherty try to dig through the murder mystery, Martin Obermyer meets the killer and Bulletman stumbles in a critical way, leaving him to face the fury of his wife!

Mightiest Mortals #4 (2008)

Mightiest Mortals: Wielding Fists of Virtue.

Captain Marvel is caught between a throwdown with Ibac and Sivana launching an all-out assault on our hero and the Fawcett itself! As bad as that is, though, it gets worse for Kit Freeman...much worse! Meet Sabbac!

Mightiest Mortals #5 (2008)

Mightiest Mortals: Scenes of a Day

Mightiest Mortals #6 (2008)

Mightiest Mortals: Between Opposing Forces.

Freddy finds himself having the most startlingly worst day of anyone's life! Can it be worse than losing a close relative? What about the dark secret within another relative? Or the secrets being held by his best friend? It all comes crashing down on him in a terrible avalanche of revelations! All this while the city moves on without him!

Mightiest Mortals #7 (2008)

Mightiest Mortals: From the Shadows of Twisted Minds.

Get ready for action and excitement! Freddy buries his cousin, Christopher Freeman, and has another showdown with his step-brother Tim Karnes. And we discover just how fiendish Sivana can be when he pushes Captain Marvel's every attribute in an issue in which the World's Wickedest Scientist...doesn't even appear! All this, and the fate of Beautia!

Mightiest Mortals #8 (2008)

Mightiest Mortals: To the Truth of the Matter.

Billy and Freddy have their confrontations on secrets kept, power hoarded and relations hidden, all the while the forces of the law struggle to keep Lady Justice apart from her new champion and Miss Minerva asserts her innocence!

Mightiest Mortals #9 (2008)

Mightiest Mortals: The Abyss of Blood Relations

Fawcett City goes on despite the gang war, despite the debut of new heroes, despite it all, Fawcett City goes on. Come and see how it does, as Chief Kitchens deals with the presence of Captain Marvel and what it means for his police force! And has Miss Minerva over-played her hand?

Mightiest Mortals #11 (2008)

Mightiest Mortals: The Tide of Heroism.

The beginning of the stunning two-part finale to Captain Marvel's first year! Sabbac has gone on a rampage, and Ibac is taking advantage of the chaos! Bulletman struggles to intervene, but everyone wants to know where Captain Marvel is! All this and more (and boy, do I really mean it this time)!

Mightiest Mortals #10 (2008)

Mightiest Mortals: The Punishment of Good Deeds.

Amazing origins issue as we discover the secret behind the magic words, and the history of Sabbac and Ibac! Freddy walks into a deathtrap, Victor Craize starts to feel the power of the people, and the police make a startling discovery about Miss Minerva!

Mightiest Mortals #12 (2008)

Mightiest Mortals: By an Act of Love.

This is it! Sabbac is on a rampage! Ibac sends his men out against the leaderless forces of his gangland opponent! Into the middle of this stands Captain Marvel and his allies! When the smoke clears, who will stand triumphant?

Nightwing #30 (2008)

Nightwing: The Riddle of the Sphinx.

Just when you'd think Dick's got enough trouble juggling Titans duties as Nightwing, solo duties as the Batman, and mentoring

duties with Tim, things get harder. There's a new villain hitting the streets, one with a dangerous delusion, and Dick's not happy to see that Nightwing is apparently on the case, without Dick's permission! Come and join us for "The Riddle of the Sphinx!"

Nightwing #31 (2008)

Nightwing: Riddle of the Sphinx, Part 2 (of 2)

Dick must try to get to the bottom of the crazed King Tut and foil his rampages, but he also needs to figure out how to deal with the new Nightwing! As he digs up more information on both, all three men spiral into a collision course of tragic proportions, and Professor McElroy might just be the ultimate victim in all of this!

Justice League #11 (2008)

Justice League: To See Tomorrow, Part Three (of Four).

Things are falling into place at a rapid pace now... for the villains! With the League stretched thin across the globe, friends come racing to the rescue and the action only heats up! Watch Hawkgirl lead the storming of the JL satellite; witness Superman confront Mon-El over his mysterious mission; and thrill to the throwdown between Wonder Woman and the Persuader, as the master villain behind it all draws closer to his goal! All this and more!

Danger Trail Vol. 1 (2009)

This volume collects Danger Trail #1-12 as well as Danger Trail Annual #1. This is the complete first story arc in which our pulp heroes confront the treachery of the Blood Queen, the Dragon Queen and their mysterious backer. Stay tuned for Danger Trail #13 coming soon!

Danger Trail #13 (2009)

Danger Trail: The Brown Lady Affair, Part 1.

In the wake of the battle with Vandal Savage, Speed Saunders has set his sights on finding the Sigil of Seven; that quest being his only remaining link to the missing (and treacherous) Harriet Cooper! His friends Argent St. Cloud and Michael Gallant, along with ally Doctor Occult, want to know what his intentions are, but first they must untangle a dark scheme involving the ghosts of Great Britain!

Mightiest Mortals #13 (2009)

Mightiest Mortals: Opening Passages.

As Fawcett City recovers from the fall of Ibac and Sabbac, our heroes find more things to be worried about. Susan Barr must prosecute the bloodthirsty Tim Karnes while reassessing her stance on costumed crime-fighters; Dudley must wrestle with what he should reveal to Billy, and Billy must deal with the fact that Freddy refuses to return to his crippled body!

Danger Trail #14 (2009)

Danger Trail: The Brown Lady Affair, Part 2 (of 2).

Speed Saunders must deal with the fact that the artifact Harriet had been searching for, the Sigil of Seven, is Doctor Occult's primary weapon against supernatural evil! In the wake of her treachery, what can that mean? And none of our heroes can take the time to figure it out now, as they struggle to save Michael Gallant from the Dagger of Koth!

Danger Trail #15 (2009)

Danger Trail: The Falkenstein Affair.

Once rivals of the air and enemies at war, now the Enemy Ace and the Balloon Buster must work together to penetrate the secrets of Castle Falkenstein and the strange mad scientist ready to bring two worlds together to fuel his rise to power!

Danger Trail #16 (2009)

Danger Trail: The Blood of Templars Affair.

Danger Trail #17 (2009)

Danger Trail: The Blood of Templars Affair, Part Two.

Things heat up for our heroes as they head into an ancient Knights Templar castle as one of three groups desperate to unlock its secrets and find a powerful relic that will decide the victor in the opening battles of a far greater war, one that has the attention of the enigmatic Sanguine Father! A far greater war that echoes across the decades!

Danger Trail #18 (2009)

Danger Trail: Affairs of Blood and Fate, Part Two: The Angel of Death!

The strangest crossover of all times continues here, as Rose Psychic, Eel O'Brien, Speed Saunders, Midnight, Trin Dee and Andrew Bennett find themselves caught in a holy war between the forces of the Order of St. Dumas and the Sanguine Father, who offers a glimpse into a terrifying future for the world!

Danger Trail #20 (2010)

Danger Trail: Affairs of Blood and State, Part 6 (of 6).

Danger Trail #19 (2010)

Danger Trail: Affairs of Blood and State, Part 4.

Weird Western Quarterly #18 (2010)

Weird Western Quarterly: Lust Faith Love Treachery.



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