



Speeding Bullet #3

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*Speeding Bullet:
The Birth of Bulletman
#3: "Bleeding Truths"*
Written by Don Walsh
Art by Roy Flinchum

*This issue takes place alongside **Mightiest Mortals #9***

Bulletman streaked through the evening sky, his face torn with determination and anguish. The cooling air made him shiver as his mind raced with the world-shaking events of the last twenty-four hours. Now, with all the speed he could muster through his helmet, he was a crimson blur praying to be in time to save the last two innocents, while another part of his enhanced thinking ran over all the clues and patterns that had emerged, and still a third portion of his mind recoiled at what happened with his beloved wife and the thought of his marriage in peril.

And people looked up into the sky and watched the figure streak with awe and wonder, and in his wake, perhaps a lingering sense of the dread and fear James Barr himself felt.

Sixteen hours, thirty minutes ago

The flashing blue lights and crowd of uniformed figures scurrying over the Grace of Our Lord Church had roused and unnerved the neighborhood. Victor Farley and Carl Doherty had returned to their car with what they'd been able to piece together so far of the murders of Philip Mannion and Reverend Jeffrey Caffrey.

"No sign of that Bulletman fella," Carl pointed out as their car headed out. "Maybe he should be our big suspect."

Victor carefully maneuvered the vehicle away from the scene and shook his head. "No. I don't know why, but I think he's up front. I think he wants to be one of the good guys. No, there's something else going on here. The lawyer gives us a lead, Wilson Cassel. We need to go through Mannion's home and office, and see what we find there."

"One thing's for sure," Carl muttered. "I gotta agree you were right. There's more to this whole thing than some wife losing her mind and whacking her kids."

15 hours, fifteen minutes ago

The haunted face of Martin Obermyer staggered into the rundown lot, a couple of metal garbage cans holding burning fires against the darkest part of the night. Several of Martin's fellow vagrants were already scattered around the area, a few hovering by the flames, others sleeping at various piles instead. Martin was crying and shaking as he reached the fire and stared at it in horror.

"Hey, fella," said one of the men as Martin came to a stop. "You're lookin' pretty bad. Here." He handed a metal flask. "Have some. Make ya feel better. What's your story?"

Martin took the flask and greedily downed the caustic liquor. He looked at them and his voice cracked before he could answer.

"They call me Dirty J on the street," the man said as he hunkered into a thin, ragged gray jacket. "This here, this is my place. We all only got each other here, so you might as well let us in on what's what, 'cuz that's what we do. And you look like you could stand a good vent."

"My family died... a year ago," he said in a low, husky whisper. "Now... now the only one... ones... with any chance of helping me... they were killed tonight. It was... awful." His voice trailed off as he downed more of the terrible liquid that burned his throat and coiled like a wicked snake in his belly.

"Ah, now that's awful, Martin," Dirty J replied as he looked at the others around him.

Martin nodded and handed the flask back to Dirty J. "They were sliced up... sliced up like my kids, but with glass and it... their faces and all the blood..." He started to tug at his fingers nervously, fighting back the tears.

"There, there, Martin. You're with us now. All your troubles, they be

over now."

Martin looked at Dirty J with quavering eyes. "I never told you my name."

Dirty J smiled, and he nodded. "I know you just the same, Martin. You... you're what all this has been done for. You're what years of work have been for." His fellows had started to circle Martin, and the broken man tried to move away, only to find himself trapped instead.

"You're... you're the guy... you killed my kids... "

"Yeah. Not me precisely, but close enough for now. As for you, Martin, it's time to be more than you ever though you could be."

Roughs hands grabbed him and dragged him screaming away from the fire and towards a large section of wooden fence. Dirty J followed behind slowly, a powerful gust of wind kicking up and swirling around him. Rags and grit and city debris picked up in the dust devil his steps generated, slowly piecing together the ragged cassock of the Murder Prophet. Martin was screaming as he was bound to the fence with rough, rusted chains and wires.

"The time is nigh, my disciples," the Murder Prophet announced as he stepped up to Martin, drawing a viciously barbed, slender blade from the depths of his rust-red robes. Malevolent eyes stared out from the dark hood, and glared at Martin. *"The birth of the modern pantheon is so close now. Oh so close. With his blood shall come the labor of a god for this time, and for our people!"*

Martin screamed again as the dagger was plunged into him and the Murder Prophet began his litany of blood.

Nine hours, twenty minutes ago

"Well, gotta say, I love it when people are cooperative," Carl said as he went over his notes and typed up a report.

"Yeah. Mrs. Mannion was a wealth of information. Apparently, Philip Mannion didn't think very highly of her perception," Victor concurred as he was busy looking over the information they had retrieved from Philip

Mannion's computer, courtesy of his wife, Kara. "So get this. He's the church's accountant, right? And he's got these notes in here that apparently the Reverend is skimming off the top. Pocketing a nice percentage of the weekly collections."

Carl rolled his eyes as he continued to type. "Okay. So how does that connect?"

"Oh, I'm barely started, pal. You're right, Wilson Cassel was retained by the Church to provide defense counsel for Anna. Who by the way is quite the attractive woman for a mother of two. You can really tell."

"Oh?" Carl asked, looking over now and sipping at his cup of coffee.

Victor nodded and turned the monitor to reveal the nude pictures of Anna Obermyer. "Apparently these two were having an affair."

Carl stared at the pictures and sipped steadily and slowly. Finally, without looking away, Carl nodded and put the empty cup down. "Damn. That's a fine looking lady. If they were having an affair, do you think it goes back to the church somehow? If maybe she was confessin' to the preacher?"

Victor nodded. "My thoughts exactly. Somewhere in all of this is the killer, and the connection to him. And it's not Anna. I want to check the church records again, and then try to find the old computer files from the Obermyers."

Carl finally tore his eyes away from the screen and rubbed the back of his neck. "Good thought. We'll hit the church together, and then I'll go drop in on Cassel and talk him up while you dig around in the evidence locker?"

"Sounds like a plan. But we've got to move fast, 'cause Mrs. Obermyer, she's running out of time." They both glanced at the clock and picked up the pace on their work.

Five hours, forty minutes ago

Bulletman streaked through the city streets, heading in the direction of the church. The police had told him that Farley could be found there,

and now he headed that way quickly, hoping to share information with the detective. His encounter with the Murder Prophet still left him shaken, and wondered how he was going to handle the fiend when he finally got his hands on him.

His reverie was shaken by the sounds of squealing tires and the roar of engines. He turned to look at the street, and saw two cars speeding through the busy traffic, one pursuing the other with clear signs of an initial physical contact between them.

Bulletman dropped down and plunged his hands into the roof of the pursuing car, listening to the driver screaming mindless obscenities in a rage. With his hands secured in the roof, he started to pull upwards, straining with his shoulders and back as the vehicle slowly lifted from the ground. He could feel the structure of the car starting to tear the roof away, and instead of purely physical lifting, Bulletman concentrated, spreading the field of energy he flew on to encompass the car as well, and soon he was high in the sky.

Soon enough, he had found the top of a parking garage and settled the car onto the asphalt. He landed and rubbed his right shoulder while stepping over to the driver, who stared wide eyed at him.

"What... what happened?" he asked in a daze. He staggered out from the car and looked around. "Who are you? What did you do? What was I doing?"

"You were trying to ram that other car," the hero replied, looking at his reactions cautiously. "I'm called Bulletman. Why were you trying to attack the other driver?"

"He... cost me a light. At an intersection, it was yellow and he could have gone, and instead he stopped. And I was so steamed that he cost me a change of lights." He shook his head, and looked pale and sweaty as he stared at Bulletman. "I've never done that before. That's not like me, you have to believe me."

"Okay. You don't look like you're acting, and to be honest, this seems to fit with something else that I'm working on," Bulletman started to float up into the air. "But I'll be keeping an eye out." With that he darted back

into the sky, with yet more information to deliver Farley.

Three hours and five minutes ago

Victor Farley was poring through the accumulated printouts from the Obermyers' personal computer, his mind still racing with the discussion earlier with Bulletman. The battle with this Murder Prophet, and his bizarre statements, and his goals, none of them seemed to make sense. He glanced at his watch yet again as he tried to find the information he was sure to be found. Eventually, his diligence paid off as he found electronic correspondence with Philip Mannion, how she was guilty for her affair with him, how she needed to talk to Reverend Caffrey, how he counseled her to break it off with Mannion. And she had agreed to, the very night of the murders.

He leaned back in his seat and rubbed his eyes. "And now he's dead. They're both dead." He looked back at the pile of papers and pulled out a different folder, with all manner of papers and printouts from the church. "There's still something missing. Who is this Prophet? Did he kill the kids? Why? It makes no sense!" He banged the desktop with his hand and then sighed, flipped the file open and returned to his research, hoping that Carl would have more luck questioning Wilson Cassel.

Two hours and ten minutes ago

"James Barr!" Susan Kent Barr shouted angrily as she stormed into the house. "Where the hell are you? Get out here, we need to talk!"

Jim Barr walked up out of the basement lab, shirt and jeans over the Bulletman costume underneath. He looked nervous, wondering why his wife was so angry. He could see her red face and dark eyes and he almost felt nauseous. "What's wrong, honey?"

"How could you?" she asked simply, her voice dropping to a hush. Susan's eyes looked hurt and betrayed. "You're the only person in my whole life who can't help but put files back away backwards. So explain to me how I could open up my cabinet at work and find the Obermyer case facing backwards."

James felt his eyes go wide and his mouth go dry. He always did that. He could never remember to face those damn things the right way. He stepped to the other side of the kitchen table from his wife and shrugged

at first.

"I can't begin to figure out why the hell you'd even do that? When? How? Why?" Her voice was climbing as she felt the anger building again. "What did you think you were going to do? Save her from the chair? Solve the case? I can't begin to figure out the insane logic you used to rationalize breaking into my office and reading my confidential files!" She leaned on her clenched fists as they pressed into the table. "Tell me. Tell me what this is all about."

"I... can't," Jim replied in a choke. He hadn't considered getting caught. In his haste to make a splash as Bulletman, he never considered that his wife's office was off-limits. Now he felt ice water fill his shoes and he squirmed under her relentless stare. He couldn't tell her about Bulletman, that would make things so much worse, he just knew. "I... lost my head, honey. I'm sorry."

The answer was the worst one he could give her, he felt. She stood up tall and straight and nodded her head wordlessly. Her mouth sealed into a thin slit as she continued to stare at him. Finally, she spoke. "I see. That's it? That's all you have to say?" She watched him struggle helplessly for an answer and she didn't want to hear anymore.

"I have work to do. I'm going to get some things, a couple of suits, and then get back to the office." She stormed from the kitchen towards the stairs. "I'll let you know where I'm staying when I get a room somewhere."

Forty minutes ago

Carl Doherty drove along the streets as he spoke into his cell phone. "Heya, Vic. Sorry for the delay, but got pulled in for some help with some of this funky gang war biz. I'm on my way to the lawyer now."

"Okay, Carl. I've got some info now from the church files, and I'm going to do some checking," Victor answered. He looked at the phone and spoke again, "Carl, did you get that?"

"Vic?" Carl shook his cell and looked to see the dead battery signal. "Damn. Ah well. No big." He slipped it away, and pulled out the address for Cassel's office, making a mental note of the twenty minute drive to

get there.

Moments ago

Victor Farley gave up on trying to reach Carl's cell phone. He had hoped it was a bad signal, but he could only think now that the battery had conked out on him. Worse still, the line to Cassel's office was busy, and he this only made his suspicions and concerns worse.

Instead, he dug up a number from his notebook and dialed a third number now. "C'mon! C'mon!" he growled as he heard the phone ring.

"Hello?" came a very quiet, very despondent voice as the line picked up.

"Bulletman? Listen, we have a problem," Victor said as he started to pile papers into a large envelope.

"Oh? What's that?" James Barr replied as he tapped the top of his helmet with a finger, staring off in the darkened laboratory. He was barely listening at this point, as the sound of the front door to his house slamming resounded in his memory.

"I think you're right about the problem being in Cassel's office, and my partner's headed over there," Victor explained in a rush. "The defense wasn't just screwed up. His personal accounts are flush with extra cash, cash missing from the Obermyers and that church they belonged to, and the Mannions. I think he's been blackmailing everyone on this!"

"Okay. Well, what do you want from me?" James replied in a tired voice.

"It would take me forever to reach the office, and my partner's with this guy alone. I also want to get this information over to the DA, and hope it's enough to get her to request a stay of execution."

"And you want me to go to Cassel?" James leaned forward.

"Yeah. You can get there the quickest, and too many people involved in all this are winding up dead. I think Cassel's losing it, and this whole Murder Prophet gimmick is just another sign."

"Don't you have some cops in the area?" Barr retorted.

"Maybe, but this guy teleports, you said. Who knows what else he can do? And there's more, his secretary, a Sandra Janderberry, she was the reverend's secretary before she started to work with him. And we both know that Cassel kills two at a time. What if she knows too much too? Come on! I'm relying on you like you asked, you bastard! Stop arguing will ya?"

James nodded as he stood up. "Right. Sorry. I got my head back in the game, and you're right. Good luck with the DA." He hung up and tore off his outer shirt. "Bulletman to the rescue!" He said loudly, to try and inspire himself. He snatched up the helmet and put it on, feeling the energy cascade around his body.

Bulletman streaked through the evening sky, his face torn with determination and anguish. The cooling air made him shiver as his mind raced with the world-shaking events of the last twenty-four hours. Now, with all the speed he could muster through his helmet, he was a crimson blur praying to be in time to save the last two innocents, while another part of his enhanced thinking ran over all the clues and patterns that had emerged, and still a third portion of his mind recoiled at what happened with his beloved wife and the thought of his marriage in peril.

The hero could see the building holding Wilson Cassel's office up ahead, and he poured the speed on again. He smashed through the window and came to a quick stop in the office.

Sandy Janderberry giggled and stared with a crazed look in her pretty blue eyes. Her brown hair was askew; her clothing ruffled and stained in blood as she clutched the knife in her hand, and stood over Carl Doherty. The detective lay still on the floor as blood pooled around him, while in his chair, Wilson Cassel stared sightlessly towards the far side of the office, his shirt flooding with crimson stain.

"Good evening, hero. I was told you might show up. Hope you appreciate my offering." She giggled again as James Barr stared in shock.

To Be Concluded!

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 #1 (2007)

Mightiest Mortals: With a Stroke of Lightning!

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!

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 stepbrother 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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