



## **Mightiest Mortals #8**

Don Walsh

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*Ultimate Mightiest Mortals*

*#8: To the Truth of the Matter*

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Cover by Roy Flinchum

Seven days had passed since the funeral, and Billy and Freddy had managed to not cross paths for more than mere moments of time. At the newsstand, Freddy would arrive to relieve Billy when there was a line for service. At school, Freddy would be with his friends on the baseball team, or arm in arm with whichever young lady had caught his eye at the moment. And at the apartment, there was always some errand that had to be done.

The end result was that, by the passing of a week, Billy couldn't deny that Freddy was avoiding him. However, Billy had to admit that he wasn't trying very hard to face his friend. It was this situation that had worked up a considerable worry in Dudley Simpson.

The building manager was a large man with ruddy cheeks, bulbous nose and gray hair quickly retreating from his forehead. He was an older man, who had a rounded midsection, wore very simple clothes and a pleasant smile, and he thoroughly enjoyed the two kids who lived in the third floor apartment. Dudley Simpson was the primary factor in the teens keeping that apartment, for even with Billy's new job (for which Dudley was prouder than if Billy were his own son), the rent climbed upwards and far beyond the abilities of Freddy and Billy. Dudley though, he had savings, and his apartment was supplied in return for his work, and so Dudley made sure his young friends never learned of any rent increase they wouldn't be able to handle.

Dudley had seen the two go through bad situations before, but now they weren't talking and Dudley knew something bad had happened. If something weren't done, the rift might even get worse. It was this realization that made Dudley decide drastic measures were necessary. So a week after the funeral, Billy and Freddy were together in the apartment when the trap was sprung.

"I've gotta go get some food," Freddy said as he headed for the door to their apartment. Billy was working on a paper for school and looked up at his friend. Freddy had just walked in from his latest date and now was walking right back out again. He opened his mouth to say something, and all that came out was, "Okay."

Freddy tried the knob of the door and found it wouldn't open. He twisted the lock and the tried again, but the door was still held fast. "What's this?" he muttered and Billy looked up at him.

"Something wrong?"

"Door's stuck," Freddy replied as he fiddled with the lock some more. "What's wrong with this damn thing?"

"Heya, me boys!" came the heavy, jovial voice from the other side of the door. "Sorry about that. Lock's not working, but that's okay. I'll have it fixed for you in a lickety-split! You boys just hang out in there, or whatever you youngsters do these days, and I'll take care of ya!"

Freddy sighed in frustration. "Okay. Thanks, Uncle Dudley." He turned and walked into what could charitably be referred to as the living room and dropped into the broken down love seat.

Billy smiled to himself, and thought, *awful convenient of Uncle Dudley to be right there when our lock broke. Well, he's done his part, I really should say something in return.*

Billy got up from the table and sat down on a milk crate opposite from Freddy and looked at him. "Okay, Freddy. Let's work this out while we have time. We're best friends. We can work through this. Right?"

Freddy looked up at Billy with a sullen face, and his arms folded over his chest. "I guess." He took a deep breath and let the thoughts and feelings race through his mind before blowing up. "You never told me! Why didn't you tell me?"

Billy shrugged. "I never had a chance? No, I don't know. It... I planned to. I wasn't going to hide it from you. I didn't think it would be possible

even, really. I'm really sorry. You were going to be told though."

"Maybe," Freddy snapped back. "Maybe not. You didn't, that's all I know."

"What can I do to make it up to you?" Billy asked.

"Give me cool powers?" Freddy suggested as he shook his head. "Okay, fine. You can turn into Captain Marvel. How?"

Billy told him the tale, of the terribly stormy night, the abandoned subway and the weird man who lured him to the subterranean chamber. Of the Wizard whose name turns him into the powerful Captain Marvel, blessed with the powers of six gods, to battle evil and protect the innocent.

Freddy just listened to the tale and shook his head. "That's one freaky trip, Billy. If I didn't see you say Shazam and turn into Cap, then I'd say you need to clean up and get off the drugs."

"Trust me, I feel the same exact way," Billy said. "And I still don't quite understand how I got picked. And I feel horrible that with all these powers, I couldn't do anything for Kit."

"Yeah, well I'm kind of worried about that too," Freddy answered. "You and Sabbac have a lot in common."

Billy looked hurt when Freddy said that, and started to puff his chest defensively. "That's not true! I'm nothing like that monster! I've heard the stories about both those crime bosses, and that's why I was given these powers!"

Freddy shook his head. "No, Billy. I mean, that's what Sabbac does too. Except it's his name. He calls out Sabbac and turns into this huge, demon-looking guy with all these powers. But it's not a lightning bolt, it's just a kind of reddish fire that burns him up."

Billy listened to what his friend described with stunned silence. "So, there's some other kind of wizard out there, handing out powers?" He ran his hand through his hair. "It has to be someone other than Sh-my

wizard, it has to be."

"Maybe, maybe not, but that's what I've seen," Freddy answered.

"Wait, that means you know who Sabbac really is?" Billy stood up excitedly.

Freddy nodded and looked hesitant. "It's Tim." The words were very quiet, and came out of Freddy's mouth almost painfully.

"Sabbac is your step-brother? Tim killed Kit?" Billy sat back down slowly, his face shocked. "That's just so wrong."

"Don't have to tell me that, Billy," Freddy said quietly. "But you can stop him, right? Captain Marvel is tougher right?"

Billy stared at Freddy and made no answer for a long time. Then he finally spoke. "Yeah. I'll make sure of that. Him and Ibac, they're both going down. I wonder if the Wizard knows who is supplying Sabbac with his powers, and what the letters stand for."

"I'm still pretty ticked at you, you know that?" Freddy said after an uncomfortable silence. "I mean, fine, you got the powers, I don't care about that. But you couldn't have told me you were Captain Marvel? That's just low, that you don't trust me."

"I do trust you, Freddy," Billy protested. "You'll see. I'll prove it, and I'll make it up to you. And I'm really sorry. You're right, I should have come out with this earlier. Just stop avoiding me, okay? It's been the two of us against all of Fawcett too long."

Freddy nodded and stood up. "Kay. It's fine, I'll get over it. You though, you gotta get out there and stop Sabbac. I just wish I knew where to get him, I can't imagine Tim will be going back to his apartment. He knows I know. He's damn tough, but I can't imagine he'd be smug enough to stay there knowing I want to stop him. I don't think he likes staying Sabbac all the time."

A click broke the conversation as the door opened up and the heavysset shape of Dudley Simpson filled the doorway. "Okay, boys! All set.

Everything's fixed up tight!" He gave a broad smile as he watched Billy and Freddy shaking hands.

Freddy looked at the handyman and chuckled. "Yeah, guess everything's all fixed up alright, Uncle Dudley."

"Good!" he exclaimed as he stepped in and gave them both a hearty clap on the back. "Now then, I've gotta be off to help out the real tenants. I tell you, you boys always try and eat up all my free time!" He gave a gruff "ha-rumph" before he marched back out into the hall and closed the door behind him. Freddy and Billy looked at each other and then started to laugh.

Out in the hall, however, Dudley slowly walked down the steps and rubbed the back of his head. "Billy is Captain Marvel?" he muttered to himself as he headed for his apartment.

### *Fawcett City Police Headquarters*

Chief of Police Henry Kitchens was busy flipping through one of the many reports piled onto his desk. Blue eyes were set deep in a weathered face as he scanned the information, flipped page after page with a heavy sigh. He looked up at Albert Covey, captain of the Organized Crime Unit for the FCPD, and gave a heavy sigh.

"So we're holding ground, that's what all this says?" Kitchens snapped at the short, stocky Covey. "Sabbac and Ibac decide to put each other into a gang war, and we're just holding steady?"

Covey nods softly and answered, "Yes. And that's only because we've had help. Both sides have lost their biggest hitters thanks to Ca-

"Uh uh," Kitchens interrupted him with a grin. "Let's not mention his name. The walls have ears, and we all know who'll get pretty unhappy hearing who we owe what little success we have had to." He scribbled his signature inside of one report and closed it up. "What do you think you'll need? We've got to get a handle on the situation. I want this wrapped up and fast!"

"Some more men," Covey answered. "We've got some solid leads, we just need a little more time and manpower. To be honest, I'd love to know how Ca... the big red cheese is getting his information."

"I'll tell you how," Susan Kent Barr said as she stormed into the office. "Because I believe he's the cause of this war, and because he's either working for one side or the other, or he's decided to be his own player in this game." She slapped down a folded paper onto the desk and smiled at Kitchens with a predatory grin. "Doesn't really matter, because I get my way this time. That's a bench warrant, authorizing you to bring in this Captain Marvel for questioning the next time he pokes his head into official police business."

Kitchens took the document into his hand and read it over, his face turning an angry red the further along he went. His eyes snapped up at Susan and he shook his head in disbelief. "You have got to be kidding me? First, where do I get the men to go after your personal pet peeve? Second, how do I bring in a guy who flies around cars on his own power? I have real problems and you want me to focus on the guy who's been helping us?"

"Captain Covey," Susan said, deliberately ignoring Kitchens. "It is quite possible that the direction of your supposition was quite right. I agree with you, that Captain Marvel knows what he does because he is far deeper into the organized crime of Fawcett City than it would appear. I am trusting in you to make the connections. Good luck." She pivoted on her heel and stormed from the office, leaving behind an icy "Gentlemen" in her wake.

### *The Terrace*

Captain Marvel dropped down towards the fancy address of Timothy Karnes. A hilly section of the Fawcett, lined with curved, sleepy streets of sprawling homes and high-priced condominiums, the Terrace attracted the upper middle class and the younger rich, and that was what brought Tim Karnes to this neighborhood. Freddy knowing where his cousin lived is what brought Captain Marvel to this place.

The hero landed on the balcony and stepped into the residence. He

scanned the expensive-looking parlor, picking at various knickknacks. Despite his wisdom, Captain Marvel realized he was no detective, and so he paced himself slowly, absorbing his environment and hoping to figure out what it was that would lead him to his next step.

"It's about time you got here," Minerva said in the darkness.

A light came on and Captain Marvel spun to see the lovely woman seated at the counter separating parlor and kitchen. She wore that wide warm smile and looked him over with her inviting eyes as she sat there, looking oh-so-beautiful in her sleek red dress.

"What are you doing here?" He asked her, surprised at her presence.

"Waiting for you, Captain," she answered as she slid from her stool and walked over to the hero. She put an arm on his shoulder and leaned up to kiss his cheek.

He stepped back from her advance and rubbed his cheek as he stared at her. "I... how did you know I'd be here? How long have you been waiting?"

Minerva took a step back, and looked almost confused for a moment before composing herself and her answer. "I knew a smart man like you would come to one of Sabbac's primary lieutenants. I just didn't think it would take this long."

"I know he's more than just a lieutenant. I'm very much aware they're the same person. I suspect if you know about Karnes, you know the truth to, so explain to me why you didn't tell me before now?" he asked her as he folded his arms over that broad chest, and stared at her like a stern father. "What kind of game are you playing at, Miss Minerva? I'm not here to sweep up your opposition for you."

"Captain Marvel!" she gasped in shock. "I'm not here to take over the underworld, and I'm insulted that you'd accuse me of that! I'm here to help you, to find the bad guys, to make this city safe! And then, when that's done, maybe you'll have more time for... other things." She walked back up to him and walked her fingers over his forearm playfully.

This time it was the Captain who took a step back and let his arms fall to his side. "Um, well, okay. Sorry to insult you. That wasn't my intention, and I appreciate the help you've given, if it's genuine. So tell me how to find Sabbac. Ibac too. Taking out one won't do it, and you know that."

"I honestly don't know where Sabbac is right now," Minerva said. "I'm not sure where either of them is. They've been on the move these last two weeks. Their war and your disruptions have them both to be jumpy and paranoid. But if you know about Karnes, then you must know about Ibac."

"I must? What must I know?" Captain Marvel narrowed his eyes as he looked at Minerva. "You mean that Ibac is just powered up by magic, like Sabbac?"

"Yep. You'll never hear either of them actually speak their names, or 'poof!' They become just normal guys," Minerva said with a slight giggle. "That make you feel better about my help?"

Captain Marvel mused over these facts, his face showing grave concern. "I don't know. I guess. One step at a time, that's for sure. Okay for now, I trust you, Miss Minerva."

Minerva twirled so that she was side-by-side with the scarlet-clad hero and put both hands around one huge bicep. She leaned into him and looked up into his face coyly. "You can drop the miss, Captain. And maybe I could call you..." She let her voice trail off as she fished for a name from him.

Captain Marvel instead backed off towards the balcony and his face looked very unnerved by the sudden interest. "Marvel... that's all you need to know me by right now, Min... Miss. If we're done here, I'll just be flying off now. Thanks for the tip." Then he leaped into the air and vanished in a blur of red.

Miss Minerva dashed out onto the balcony and focused on Captain Marvel as he sped off. The sultry voice sighed softly, and her mind ran only one thought over and over.

Marvel and Minerva forever.

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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!

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 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 #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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