



## **Mightiest Mortals #2**

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*Mightiest Mortals*  
**#2: "In a Crash of Thunder"**  
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*Fawcett City, the Tangles*

Freddy Freeman was flipping through a magazine when he heard a soft thump from Billy's room. He looked up concerned about the cause of the noise, then glanced around the sparsely furnished room for a weapon of any sort. His eyes fell on his bat by the front door, and then moved through the piles of newspapers and the magazine bundles to grab the familiar club. He clutched it in his left hand and crept across the wooden floor to the bedroom door hiding the mysterious sound. He was sure he remembered Billy leave the apartment, and was equally certain he hadn't heard his room-mate return.

He brushed back the curly black bangs from his forehead and gingerly turned the knob. Then he hurled it open and lunged in, bat held at the ready and blue eyes quickly scanned the room. Past the battered dresser, sitting on the cot with its reedy mattress, was Billy and he looked pale and scared.

"Billy!" he called out and hurried to his friend's side. "What's wrong? Where'd you come from?"

Billy Batson turned his head slowly and looked at his best friend. He heard the questions and didn't even know where to begin. His thoughts raced as he wondered if he should tell Freddy about the wizard, the magic word and the power it granted.

"I stumbled over an attempted hit by Boss Ibac," Billy told him instead, his eyes turning down to look at the floor. "It got busted up by this big strong guy called Captain Marvel."

Freddy just stared at Billy in disbelief. "A superhero? A new superhero?"

Here in Fawcett?" His eyes lit up and he held Billy by both shoulders. "Guy, do you know what that means? This is your ticket to the inside!"

Billy looked up at Freddy, confused at first before he realized what Freddy was saying. "You mean KWHZ? You're right. Mr. Morris wants a big story from me, so I can work for the station." He glanced at the spartan room and grinned. "We can make this place cool!"

"Get to work then!" Freddy answered as he lunged up to his feet and reached for the top of the dresser. He snatched up a pen and notebook and thrust them at Billy. "Write it up, then get to the library in the morning and use their computer to finish it."

"What about the stand? It's my turn to open it up tomorrow."

"No big," Freddy replied nonchalantly. "This is bigger than that. I can skip baseball practice one day if it gets you a real job and us more cash."

"Cool! Thanks, pal," Billy immediately sprawled on the floor and began scribbling as Freddy stepped out of the room to give him some privacy. Captain Marvel? That's sweet! Freddy thought excitedly. Can't wait to see him in action.

### *Meanwhile, in Parker Flats*

The scrawny pug of a man stepped into the darkened room, tossing his jacket to the side. As the door shut behind him with a heavy clang, lights began to drive the darkness away. Beady black eyes, set behind thick round glasses, scanned the cluttered lab and workshop with purpose. Components lay in heaps; coils of wire were bundled up to one side, shelves of chemicals, acids and bases on the other side.

"Let's see," the bald skeleton of a man muttered as he maneuvered around the various benches. "Super-strong and immune to ballistic, probably overall kinetic, damage would speak of a dense, potentially hyper-dense, cell structure." He shoveled a large pile of notes and other papers to a different table, and rolled out a tube of blueprints. "Beautia, bring me prototype 17-H," he called out to the air.

"Yes, Father," came a voice like honey from nowhere in particular, as an armature shifted from the runners on the ceiling. It rolled over to a far table in the warehouse and plucked up a large, unfinished firearm with a prominent nozzle. The robotic limb brought the device to the chuckling scientist and placed it gently before him. "Here it is. How was your meeting with Mr. Ibac?"

"Not bad," he said in an off-hand fashion as he snatched the weapon and pulled off a plate on the side. With several quick scratches of his pen on the blueprint, he chuckled again. "Yes. How useful. A mere ten percent increase in housing insulation and I can make this work out well." He started to work in earnest on the device as he spoke up louder now. "Apparently, some big red cheese of a man has decided to get in Ibac's way, and he has offered me a significant sum to have this fellow removed from the scene."

"Big Red Cheese'?" the gentle, feminine voice queried.

"Yes indeed. Bulletproof hyper-dense cell structure will melt like cheese all the same from my Volcano Gun!" He laughed at his peculiar joke.

### *Evening at the Plaza*

The large, formal office of Sterling Morris, owner and general manager of radio station KWHZ, dwarfed the small ragamuffin form of Billy Batson. Billy realized he sat on a leather-backed chair costlier than the youngster's monthly rent and trembled.

Seated across the opulent mahogany desk, littered with files and tape masters and a large fancy computer, was Sterling Morris himself. His black suit coat hung off the corner of his high-back chair, his white sleeves rolled up to the elbows. The thick, well-groomed shock of white hair topped the ruddy, weathered face while hazel eyes peered through small, rimless spectacles.

"I like you, Billy," Sterling said in that heavy voice of his that filled the room. "You and Freddy. It's why I let you have that newsstand out in the

plaza. It's why I helped you get it started. It's why I let you have that standing offer: a big news story, and I'll give you a job here at the station."

Billy heard the words and felt his heart sink. His eyes darted over to the large picture window that displayed the panorama of Fawcett City. Billy had heard the words a half-dozen times before, each time followed by some variant of, 'This isn't it, but keeping trying.' Billy slumped in the chair and wondered if he had another try in him now.

"The fact that the two of you try so hard, despite all that's happened, it reminds me of my youth back in the Depression," Sterling continued in his long-winded way. "It's why I take your submissions personally, and don't just leave them to my news director. I want to see you make it."

"And I appreciate that, very much," Billy answered sincerely, though his tone was deflated.

"And this time, you almost have it," Sterling finished. "I think the light is appearing at the end of your tunnel, my boy." He gave a wide grin.

Billy looked up as his heart skipped a beat. "You mean that, Mr. Morris?"

"Indeed, Billy. The hit, that's not news. But this 'Captain Marvel', now that's your scoop. Find him, learn about him, bring me his story!" Sterling stood up and clapped a strong hand on Billy's shoulder. "There's a light in this man for the whole city. Bring me his story, and you'll have your job, and I'll make him the biggest thing to hit this tired old city in decades."

Billy jumped up and shook his hand excitedly. "You've got it, sir!" he declared and then headed out of the office at nearly a run while Sterling Morris watched him with crossed arms.

*Meanwhile, in the shadow of the K-Whiz building*

Freddy was pulling down the metal closure that sealed the small newsstand tight, securing it with his key. His mind was focused on Billy's

meeting upstairs with Mr. Morris, and never noticed the figure approaching him.

"Freddy!" called the happy-sounding voice. The tall, thin shape of Timothy Karnes came into view. Long brown hair framed sunken cheeks, green eyes glittered in the awakening streetlights. "How's my brother doing today?" he asked with genuine feeling, arms wide. Freddy clasped him in return, giving a showy demonstration of his athleticism by squeezing a little too hard.

"Still hitting the weights, I see," Timothy rubbed his back as he winked. "So what's what, Freddy? You and Kit still doing okay? Anything you need?"

Freddy finished the daily ritual of securing the newsstand then returned to face his foster brother. "I'm fine, Tim. You know I don't need anything of yours. I'm guessing Kit's okay, too, though I ain't seen him in a couple of weeks."

"Freddy, please," Tim said with a shake of his head. "I'm doing good, and you, you've been more my family then my family ever was. Why won't you let me help you out of this crap?" He pointed to the newsstand then added, "Or that rathole you live in with Willy?"

Freddy sighed as he sipped on a can of soda. "His name is Billy, and because we both want to make an honest buck. I'm never gonna screw you up, Tim, but please just deal with the fact that I ain't going crooked with you."

Tim just kept shaking his head and sighed again. "You don't need to do a thing, Freddy. Just let me help you out." He knew this argument, but refused to let his only family struggle.

"Thanks, Tim, but no thanks," Freddy answered firmly. "Make that cash legit, and then come talk to me. But Billy and me, we're doing okay, and we ain't going that way so... thanks, but no thanks."

"If that's how you want it, bro," Tim answered, giving up the argument again, for now. "Can I at least give you a ride home?"

"Nah, I'm waiting for Billy to come down, then we're off to return some old papers for recycling."

"He's up there getting shot down again?" Tim chuckled as he jerked a thumb up at the top of the skyscraper, imprinted with K, W, H, and Z on its side.

Freddy was about to snap at Tim for cutting down his friend again when a sudden flash of light and crack of thunder split the air. Both teens looked up at the sky, Freddy picking out a momentary crimson blur.

"Damn! Lightning, and not a cloud in the sky? That's some freaky shit," Tim commented. "I'm getting going. Take it easy, Freddy. The three of us, you, me and Kit, we'll get together for dinner soon, 'kay?"

Freddy nodded then watched the older youth walk off, before the blue eyes darted up to the skies again, before turning to watch the main entrance of the KWHZ building.

### *Back up in the building*

As Billy started for the elevator, the radio broke in with a news report. The station was piped into the halls as a matter of course, and now the course was directing Billy up the stair and to the roof, while the voice announced an attack on the diamond exchange. The alert mentioned hostages and Billy felt his legs propel him faster up the stairs. Bursting through the door, Billy took no notice of the wind. Instead he dashed across the roof and screamed, "**Shazam!**"

And then Captain Marvel was streaking across the skies, hurtling towards the building in question. His thoughts rolled over and over, troubled at having left Freddy waiting behind.

If I'd just told him about me, this wouldn't be an issue, Billy realized as he dipped down towards the entrance. He found his thoughts were being forced to realize how foolish it was to hide this from his best friend, the difficulties that choice will cause revealed to his mind's eye.

He burst through the main doors and quickly headed towards a lit room. With his speed, the police that had gathered saw little more than a red streak smash the doors apart.

The tall, powerful figure of Captain Marvel stood at the door and saw the scrawny bald man holding the large, futuristic firearm. "Put the gun down, little man, and I won't have to hurt you."

"You silly, overstuffed buffoon! Doctor Thaddeus Bodog Sivana does not ever surrender," declared the diminutive man as he leveled the gun at Captain Marvel. "And I certainly do not retreat while I hold the upper hand!"

As Sivana depressed the trigger, super-heated plasma roared from the barrel and cascaded over the Captain's body. Surrounding wood and marble fused, melted, and isolated flames burst to life as Captain Marvel stood, arms akimbo, unsinged by the fury unleashed on him. "Okay, Sivana. So what do you plan to do now that you've warmed up?" he chuckled at the joke, Billy reveling at being able to gloat.

"That should have roasted you," Sivana murmured in shock. "Not even your cape is damaged. That's scientifically impossible!" he screamed.

Captain Marvel walked towards the shocked genius with that bubbly smile on his face. Inside, Billy could just feel an instinctive realization that this man was brilliant, and dangerous, and not to play with him, but Captain Marvel merely continued to walk towards Sivana. With a swipe, he pulled the volcano gun from the scrawny hands and tossed it casually to the side. All the while, Billy continued to fight the instinct to quickly grab hold of Sivana and knock him out.

"And on that note of retreat from earlier, time for the 'Here-Not Here' switch!" Sivana gloated. His finger flicked the buckle of his belt, and then he was gone in the blink of an eye.

Captain Marvel stood in that one spot and gaped in turn. Then he murmured, "Holy Moley! Wisdom of Solomon! Wisdom of Solomon! I have to start listening."

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 #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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