



Mightiest Mortals #6

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Published: 2008

Categorie(s): Fiction, Fan Fiction

Tag(s): Comics DC3 "Captain Marvel" Shazam Sabbac Bulletman

Mightiest Mortals
#6: *"Between Opposing Forces"*
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Beck Memorial Hospital

Freddy Freeman shaded his eyes from the early morning sun as he walked up the marble stairs, gazing at the old Twenties-style Greek façade. He sighed and punched his hands deeper into his jacket pocket and shouldered into the lobby. He listened to his footsteps blend with the dozens of other people shuffling through the large room with its high-vaulted ceiling. He followed the familiar path down the hall, and up the stairs, and around the corner and past the nurses' station. The routine had become... routine, and he sighed as he followed the... route.

Until the nurse stopped him.

"Mr. Freeman?" Kaylie said in a hushed, tentative voice. She stepped up to him. "I'm sorry. It happened during the night. He just gave out." She spoke in soft tones and put a hand out to his. "I'm very sorry."

Freddy stared at her, not really comprehending the words she spoke. He just stared, then looked down the hall to Kit's room. He shoved past her and ran the rest of the way, fighting back the tears. He grabbed the door frame and swung into the empty room. The sheets were already changed, personal effects collected and taken away, the stark bare space hitting Freddy like a hammer to his gut. He clutched his stomach and staggered back until he bumped into the wall opposite the door, just staring and felt the sting of tears in his eyes.

Kaylie walked up slowly and put a hand on his shoulder and another on the small of his back, and guided Freddy back up the hall. "We have his things collected for you, sir," she said. "And our service staff will do everything it can to help you through this."

Freddy shook, trying to keep his emotions inside, but he couldn't. He

started to cry, and he balled up his fists and he just couldn't focus on her words, walking in a daze. He shook and he stumbled along the corridor, all the while, Kaylie's words bounced off his own churned up emotions and thoughts. She watched as he took the meager box of possessions and started to wander away. She stared at him and then turned back to the long counter of the nurses' station. She looked underneath, to her purse, catching the corner of a fifty dollar bill just in sight. Her stomach lurched, and Kaylie ran down the hall to the restrooms with a sudden urge to throw up.

The Cobblestones

The street gangs moved through the oldest part of Fawcett City with a destination in mind. Named for the twisted roads of cobblestone that made up a large portion of the area, the Cobblestones (or 'Stones for short) was cramped, and crowded, and built up with many mid-sized buildings. Averaging a dozen stories in height, this left the winding streets bounded by rows of rundown housing and tenements. Time-worn, the residents of the 'Stones also refused to be seen as the poor cousins to the rest of the Fawcett, and worked hard to make their homes tidy, neat and welcoming.

Thus it was very disturbing to see the dozen young toughs moving through the pre-dawn light. They stormed into Raboy Square, where they met up with a van carrying a half-dozen men in their mid-thirties. The men pulled out a variety of firearms, and the young punks stared them in the eyes.

"Ready to do this, player?" asked the head of the street gang, a large looking black man in heavy fatigues, and pulling out a large, powerful looking hand cannon.

The driver of the van stepped up and gave the punk leader the once-over and nodded. "We're set. You go in, rough 'em up, flush 'em out. We'll put the rest down. Now get."

"Don't be thinkin' you can push me around," the gang leader snarled back. "We know our part, you just do yours."

The gang moved carefully up to the front door of one of the older

buildings, a seedy-looking boarding house. Some of the thugs ran into the alley and started up the fire escape, a couple moved to the rear door. As the dozen thugs crashed into the building, the other six, older gunmen took up positions around the building, waiting, listening to the sounds of gunfire, of crashing and smashing. No one retreated, no one came running out, and this started to make the men uncomfortable.

Soon, the gang leader hurtled out of the front door and slid across the street. Captain Marvel stepped out, wiping his hands and grinning. He waved to the six gunmen, and smiled. "Good morning, gentlemen. Sorry to say, but today's mob war has been called on account of law and order."

From nearby buildings and cars came numerous undercover police officers, quickly converging on the gunmen. Seeing the large, powerful hero, and the ring of cops, they dropped their weapons and put up their arms.

"Fine, fine, so you have us," the head of the gunmen snapped. "Doesn't matter! This is just the start! Sabbac, he's going to wipe out Ibac, he runs the show now! You're just making yourself a target, big man!" he shouted at Captain Marvel as he was led away.

"Detective, there are a couple of dozen gang members scattered around inside the building," Marvel said to one cop in particular, directing the other men. "They should be out for a while, but you'll want your men to be careful."

"Of course, Captain. Name's Detective Farley. Good to meet you," he said as he put his hand out to shake the hero's. "You did good work here. Thanks for tipping us off."

"My pleasure. I'm sure not here to replace you guys. I just want to help," the Captain answered as he shook hands. "I just wish I knew where to find Ibac or Sabbac. Those two need to be brought down, and soon."

"Yeah. Well, one step at a time," Farley answered. "Thanks again, Captain."

Captain Marvel saluted and flew up into the air, before streaking off

across the skies to the KWHZ building, and Billy Batson's morning broadcast.

The Terrace

The gently sloping hills of Fawcett City housed the Terrace, rows of beautiful houses overlooking the lower portions of the city. Well-to-do people lived here, business people and professional people and those with money enough for the Terrace, but not enough for Upwater. Still, it was a quiet and pleasant group of neighborhoods, and it was on one such quiet and pleasant street that we found Susan Kent Barr departing for the day.

"Good-bye, dear," Jim Barr called from the doorway as he watched his slim, brown-haired beauty of a wife get into her car and pull out. She drove off to her office and left him in his pajamas and robe, mug of coffee in his hand.

He closed the door, and gulped the hot liquid as he hurried into the workshop downstairs. He set the mug down and pulled the cloth away from the stand, revealing his creation. He looked excitedly on it, and ran his fingers over the smooth, metallic surface. He picked it up gingerly, and checked it over once more. It was a helmet with a tall crown. It was smooth, and from afar looked rounded, but up close, showed signs of a vague pyramid shape. It came to a point at the top, with a pair of red-tinted goggles and a strap for the chin.

He slowly slid it over his head, and let the world turn a deep red hue, and then hooked the strap in place. He could feel the interior of the helmet, various projections that pressed against his temples, and he felt giddy. He closed his eyes, and he concentrated now. He tried to focus his thoughts on the helmet, on its construction of orichalcum, the miracle metal of ancient Atlantis, on the pyramidal construction of the Egyptian wise men, on all the promise that it held.

And he was disappointed. Nothing happened. He sighed, and opened his eyes. He pulled out some scrap paper and started to doodle on it while waiting to see the results of his helmet, wondering what he'd missed. He was sure this would work, positive of it. Years of research, of crawling through dusty bookstores and moldier books of ridiculous

theories, searches for the metal, searches for the old geometric theorems, searches for the few scraps of truth that leaked out over the decades from such magicians as Ibis and his ilk. And now it all led to a stupid helmet on his head, in his pajamas and robe.

He looked at the scrap of paper that he'd been doodling. The chemical formula seemed to make sense. Enhancing an amethyst with this formula, placed in the brow of the helmet, to increase a thousand-fold the focus of forces in the helmet, it all made perfect sense. He smiled and started to re-write the formula and the process into his notebook. Then he stopped. He stared again at his original doodles and stood up fast, sending the chair crashing to the side.

"It works!" he cried out as he realized that the helmet was focusing external energies, making his mind clearer. He jumped up into the air and shouted again. When he reached down to the precious paper, he couldn't reach it. It was only then that he noticed he was floating. His smile hurt his face now, and his heart raced, but he focused on lowering himself the floor and then righted the chair.

"Oh yeah!" he said to himself, as he returned to his work. "I knew it would work! I knew it! Move over, world... " He paused, and thought for a few more moments then returned to his writing. "Well, I don't know who I'll be yet, but I'm coming for sure!"

WHZ Building

Billy Batson had finished his morning news broadcast and was heading out of the building in a hurry. He still needed to check in on Freddy, and then hurry to school.

"Billy," Betty Sommersly said as he started to pass by her desk. "I have a message for you, from some woman who said her name was Minerva?" She handed him the folded slip of paper. "I never realized you were into older women, Billy," she teased him with a wink. "Cissie will be so disappointed."

A crimson color flushed his cheeks that matched the red sweater he wore as he took the note. He looked at the words and then curled a lip up in frustration. He looked back at Betty with a smile, and waved at her.

"Not true, she's just an informant," he said back. "I mean, she's got some good dirt on stuff that's going down. I have to go. Bye!" He darted out of the lobby and left Betty behind, chuckling and shaking her head.

Billy ran out of the building and looked around at the crowds that were beginning to build up. Mid-morning traffic was in full swing, and he took off for his newsstand, opening the door and stepping inside. He looked at the note again. Apparently, this Minerva woman had gotten dirt on a shipment of high-power weapons coming into Harbordown for Ibac. The ship would be offshore for the day, being unloaded slowly by smaller motorboats and snuck onto shore. He had no choice; he had to stop that ship. He thought about Freddy, and hoped he'd get a chance to check on him later in the day.

He opened the newsstand up, rolling the metal window cover up into the roof. He glanced around, and saw the people going about their business, but none looking his way. He hoped the Wizard was right about the magic and shouted the word of power.

"Shazam!" The brilliant explosion of lightning and the roar of thunder shook the plaza and left people looking in awe at the magnificent form of Captain Marvel. He smiled at them and waved, and leaped out of the small shack and onto the sidewalk. "Just checking the daily paper, people." He held up the morning news and added, "Fawcett City Clarion. Can't do without it."

As crowds of people decided to believe him and slapped quarters onto the counter and snatched papers, Captain Marvel sheepishly stepped to the side and prepared to fly away.

"Billy?" The word caught the Captain in mid-bend and he turned to see Freddy staring at him from the door into the newsstand. "Was that really you, Billy?"

"Um, well, you see, Fred," Captain Marvel stammered. "There's a shipment of illegal guns headed into the Fawcett. I have to stop them, you understand? I'll... we'll... um. Holy Moly!"

"Right. Sure. You go." Freddy just entered the newsstand and started to

sweep the quarters into the register, more and more angrily with each coin.

"Freddy, I was going to talk to you about this, but with Kit and all, I never really had a good time," Captain Marvel said to Freddy, as passersby stopped and stared at the odd pair.

"You'd better go, Cap," Freddy said coldly. "Before people wonder. I have to go... take care of something." He closed the register, and then started to close the stand back up. "I'll reopen... later. Now go." He struggled to contain his emotions. He refused to let himself fall apart a second time. Not in front of Captain Marvel.

"Right," was all Captain Marvel's vaunted wisdom could come up with, and then the man in scarlet lifted into the skies.

Office of the District Attorney

Susan Kent sat in her office, looking impeccably professional and still attractive in her tailored suit. She looked over the sheaf of papers on her desk, making notes in the margins, and longer notations on a nearby yellow pad. She finally picked up her phone and hit one button to connect her to a different office in the building.

"Tom? Susan here," she said as she made a couple of more scratch marks on the papers. "Yeah, I just finished up the Sivana technical specs." She paused, and listened to Tom reply. "I agree. Completely." She listened to him again, and shook her head. "No, I'll handle this motion myself. Judge Kleiner can be something of a hardcase, it will go better if I present this." She paused once more, this time sipping from a cup of tea. "Right. Right. You take care of the Marvel warrant. I'll pitch the A.I. motion. I'm talking to the science boys down at UCFC already, and they're good to go. They can have a team up at Sivana's warehouse inside of a day of the motion clearing, and we can take that computer apart. That should tell us all we need to know about the old man." She sipped some more tea as she listened. "Good, good. Okay then, I'll talk to you later."

She hung the phone back up and returned to her papers, whistling.

Elsewhere in the Fawcett

Freddy Freeman was completely torn up inside. He was grief-stricken over Kit, and he was furious at Billy. He stomped into the building holding the home of his stepbrother Timothy Karnes, and he was prepared to unleash all that emotion on him. This time, Tim was going to listen, or else.

Freddy mumbled as he stormed towards the door. "You'd better get out, Tim!" he growled as he approached. His heart was pounding, and his palms were sweating as he rehearsed the words he was prepared to say. "I'm going to find a way to bring your boss down, so get out! I don't want you hurt, but I can do it! I can stop him! I can get even for Kit! And if you don't get out of the way... " He paused and shook his head. He pounded on his stepbrother's front door, and then twisted the knob angrily.

"Tim! Tim, I'm coming in, and we need to talk!" He forced the door open and continued. "Kit's dead, and I'm going to see that your boss goes... down... for... " He stopped and stared.

The word resonated across the large apartment, a word of power that caused an eruption of dark red flames and hideous, belching smoke and sulfurous smells. The fires burned away the brutish hulking form of the demonic mobster and cleared away to leave Tim Karnes behind. He stared at Freddy, and his forehead furrowed as the word slowly faded away.

"Sabbac!"

Freddy merely closed the door, and walked down the hallway, slow, unsteady steps taking him away from the sight. That horrible sight. Sabbac watched the door close, and for once, he was unsure what to do. Freddy was a danger. He had to die. But Tim had never had real family before Freddy. Instead, Sabbac just stood and watched the door and heard the footsteps fading away.

"Well ain't that a kick in the head?" he muttered angrily.

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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 #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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Food for the mind