THE VALIANT®

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FOR MILLENNIA, the Eternal Warrior has protected the Geomancers–enigmatic mystics who speak for the Earth and guide humanity to new heights. But on multiple occasions, the Immortal Enemy–an implacable force of nature–defeated the Eternal Warrior and killed a Geomancer, plunging humanity in a new dark age. Now, the Immortal Enemy has returned after a centuries-long absence and hunted the latest Geomancer, Kay McHenry, and Bloodshot to a Colorado mall for a final showdown.

GEOMANCER

Formerly a publicist for an environmentally destructive corporation, Kay McHenry's new role has made her the target of the Immortal Enemy.

BLOODSHOT

A nanite-infused soldier, Bloodshot was once used–against his will–as a weapon by Project Rising Spirit. While the rest of his past remains a mystery, he now fights on behalf of the U.S. and British governments, which have tasked him with protecting the Geomancer at all costs.

THE IMMORTAL ENEMY

An unspeakable, everlasting evil that manifests itself as mankind's greatest fear. It hunts Geomancers, and each time it kills one, a new dark age falls over the Earth.

MISTER FLAY

Once the villain of Kay McHenry's favorite childhood bedtime story, this is the form the Immortal Enemy has chosen to bring about the end of our civilization.

ETERNAL WARRIOR

A master of ancient and modern weaponry, Gilad Anni-Padda has wandered the Earth for thousands of years in service to the Geomancer.

NINJAK

Calculating and mysterious, Ninjak is a combat and technology master. He pledges no allegiance to any country, preferring to work freelance for the highest bidder, but his personal ethics often align him with Neville Alcott and the Eternal Warrior.

NEVILLE ALCOTT

An MI-6 liaison tasked with marshaling the world's most powerful beings against the Immortal Enemy. With their failure, humanity's last hope lies in a mysterious box of unknown origin...

MUCH LATER.

TIME DOES FUNNY THINGS TO YOUR MEMORY.

IT'S BEEN A LONG TIME SINCE THOSE DAYS.

BACK THEN... A GREAT CIVILIZATION WAS IN ITS INFANCY.

NOW IN ITS TWILIGHT.

IT WAS LIKE A DREAM.

I DON'T REMEMBER WHEN IT STARTED...

...JUST WHEN IT ENDED.

THOOM

IT'S BEEN A LONG TIME, GILAD.

STILL KEEPING SCORE?

WELL, GUESS WHAT?

IT'S MY TURN!

SHUK SHUK SHUNK

NOW.

I THOUGHT WE CRACKED IT?

I THOUGHT I DID, TOO. I'M THINKING...

THINK HARDER, BREAKER. WE CAN'T OPEN IT. WE CAN'T SCAN IT. HOW THE HELL IS THIS SUPPOSED TO HELP?

SHHH!

TAP TAP TAP

A SLIGHT FLAW IN ITS CASING... ALMOST DIDN'T SEE IT AT FIRST. NOT A FLAW AT ALL...

THERE.

tap

BZZYHELLO... I DON'T HAVE MUCH TIME.

THIS BOX CONTAINS THE ONLY WEAPON THAT CAN STOP THE IMMORTAL ENEMY. THE ONLY ONE THAT WILL BE ABLE TO OPEN THIS CRATE IS... MYSELF.

IT WAS A LAST RESORT. THE ONLY THING I COULD THINK OF.

READY THE MOBILE BASE AND HAVE THE CRATE LOADED. WE NEED GILAD.

IT'S HERE!

BLAM

BLOODSHOT, IT'S--

GET BACK.

PLOOF

I-I SAW IT. IT WAS THERE-- MR. FLAY. I'M NOT CRAZY, BLOODSHOT. IT WAS RIGHT OVER THERE!

NO-- I SAW IT, TOO.

OVER HERE, LITTLE KAY-- I BELIEVE IT'S FINALLY TIME TO PLAY.

SNAP

BLOODSHOT!!

BUT I'D PREFER IF IT WAS JUST THE TWO OF US, MY DEAR. I DON'T THINK WE NEED YOUR LITTLE ACTION FIGURE ANYMORE.

STAY AWAY! YOU ARE NOT MR. FLAY--YOU'RE SOMETHING ELSE--

TSK. WELL, I DO HAVE MANY NAMES, LITTLE PRINCESS KAY. BUT I KNEW THE ONE YOU'D LIKE BEST WAS THAT OF MR. FLAY.

ALL THOSE QUIET NIGHTS WITH DADDY...CUDDLED UP ON HIS LAP READING, SAFE AND SOUND...

...AND TO THINK, ALL THAT TIME, I WAS RIGHT THERE WITH YOU.