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Chris Daniels, Hunter Gorinson,
Robert Meyers, Jordan Nowlin,
Lucas Siegel, and Peter Stern
Writing and Research

*Special Thanks: Alejandro Arbona,
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DIVINITY

REAL NAME: Abram Adams

BASE OF OPERATIONS: The Outback, Australia

ENEMIES: MI-6; Unity

FIRST APPEARANCE: DIVINITY #1

KNOWN ABILITIES: With seemingly limitless abilities to manipulate matter and energy, the true extent of Divinity's abilities remains unknown.

HISTORY: Abandoned on the doorstep of the Soviet foreign minister, Abram Adams was raised by the state, which quickly recognized his extraordinary talent and potential. Groomed to become a symbol of Russian greatness, Abram's love and understanding of science, as well as his lack of familial ties, made him the ideal candidate to send on the Soviets' dangerously advanced mission into space.

With the Cold War raging and the Space Race in full effect, the Soviets committed themselves to conquering the stars. They proposed a plan to send Abram further than any human had ever gone, a thirty-year mission enabled by a systematic series of cryogenic hibernation periods.



After decades in space, Russian cosmonaut Abram Adams encountered an unknown alien force that radically transformed his physiology. Imbued with god-like abilities to control matter and energy, Adams has become something far beyond human...

Abram's loyalty to his homeland and desire to explore the unknown made his acceptance an easy decision.

But Abram also had a secret—he was in love, involved in a relationship he hid from his superiors. Though he was expecting a child with his lover Eva, Abram's duty to his mission—and his nation—remained his first priority. Still, Abram never lost faith that one day he would return home and reunite with the family he was forced to leave behind.

The mission proceeded as planned. In 1960, Abram and two other cosmonauts secretly began their journey into the far reaches of space. Twenty-seven years later, in the vastness of the cosmos, they reached what they could only perceive as an anomaly in space-time. Risking their lives for the sake of their mission, they decided to investigate together with Abram in the lead. Then something took hold of Abram...something that changed him. Newly imbued with an incomprehensible power, Abram and his teammates parted ways—Abram back toward Earth, and his comrades lost deep within the unknown.

Abram's return journey took another 27 years, during which he used his abilities to revisit not just the most poignant moments of his own life, but all the important moments in history he had missed during his journey. After crash-landing in the Australian Outback, he immediately began to reshape the environment around him. Transforming the barren desert into a lush oasis, Abram's paradise quickly attracted the attention of the locals and lost tourists. With his powers manifesting in ever more spectacular ways, Abram was no longer recognized as a man, but as a divine being...a veritable god on Earth now known as Divinity.

But the superpowers of Earth were not willing to leave such a wildly potent force unsupervised. After a reconnaissance team disappeared following initial contact with Divinity, MI-6 sent in the members of the international super-team Unity—Eternal Warrior, Livewire, Ninjak, and X-O Manowar—to contain or, if necessary, terminate Divinity.

But as their first encounter began, Earth's most elite heroes quickly realized that they were no match for Divinity. Now trapped in a mind-bending, elongated loop of distorted time within their own minds, the members of Unity must formulate a plan to escape Divinity's sphere of influence...or be lost forever... ■

RECOMMENDED READING

DIVINITY TPB



DR. SILK

REAL NAME: Augustus Silkowski

BASE OF OPERATIONS: New Japan

KNOWN ALLIES: Fitzhugh; the Raddies

ENEMIES: Father; Ninjak; MI-6

FIRST APPEARANCE: UNITY #5

KNOWN ABILITIES: Dr. Silk is a brilliant scientist whose knowledge of cloning and memory recording and implantation technologies has allowed him to extend his existence across multiple lives in numerous bodies for thousands of years.

HISTORY: In 1938, Augustus Silkowski joined a team of American and British researchers working at the very cutting edge of science to create a supreme fighting force. Together, they created an atomic-powered suit of armor, an early version of the nanite-powered super soldier called Bloodshot, and other technologies. The team would ultimately prove a failure, the members too unstable and the technology too primitive. Though the team was disbanded, Silkowski's research continued unabated, and he developed the technology to record, store, and implant memories.

As time passed, Silkowski slipped deeper into a growing obsession with a fellow scientist named Dell. To eliminate his rivals for her affections, Silkowski killed the rest of their team and claimed their research for his own purposes. When Dell spurned Silkowski, he used his scientific knowledge to record and edit her memories, placing them in replicas of her body. Silkowski used the same methods to prolong his own life and that of his bodyguard Fitzhugh. But the process of editing and re-implanting degraded the subject's mind. Despite Silkowski's repeated efforts, Dell remained a flawed copy in every iteration. Flawed copies that unflinchingly remembered their hatred of him. To protect himself from this same damage to his own mind from the process of copying, Silkowski placed his original body in cryogenic storage.

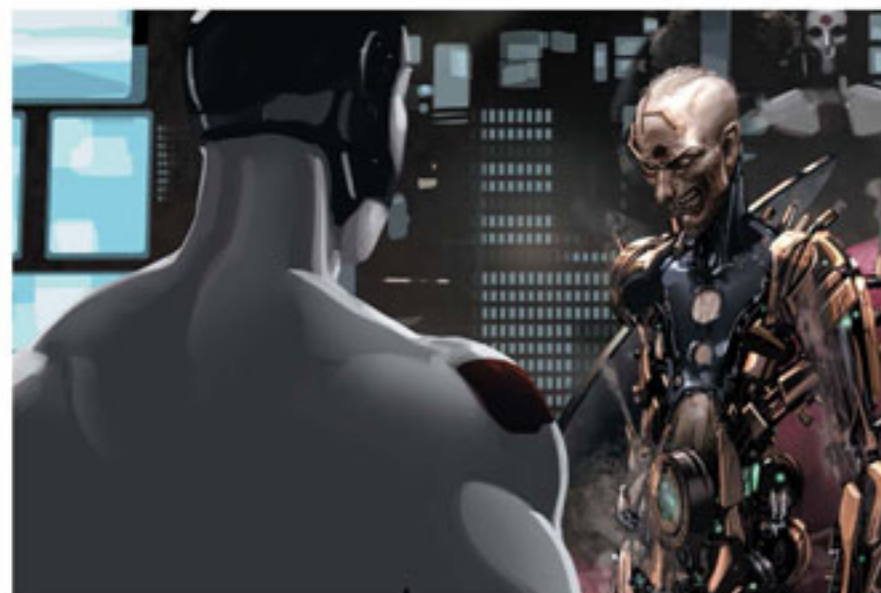
Decades later and now known as Dr. Silk, leader of the nefarious worldwide terror network called Webnet, Silk enacted his boldest plan yet. Using a pathogen discovered in

the wreckage of the Vine fleet in orbit around the Earth in conjunction with a memetic code, Silk set loose a disease that would wipe the minds of everyone who contracted it. He would then implant his own memories within them. Silk's plan was foiled only by the coordinated actions of the newly formed Unity team and a Dell clone. But while Unity succeeded in stopping Silk, they failed to locate his original body or completely eliminate the vestiges of Webnet.

Two thousand years later, Dr. Silk was still alive and living in New Japan. His work with the substance called Livewire, key to the inner workings of Father—the computer intelligence that rules the space-borne nation—and his guardian Rai. By this time, Silk had lost control of his clones—some of which now worked independently, and seemingly in opposition, to the original. This original Dr. Silk had allied with the anti-Father rebel group called the Raddies and the secret agent called Spylocke against Father, but only to serve his own ends. After the rebellion of the newest Rai failed to destroy Father, Silk apparently betrayed his one time allies, and now serves the interests of the ruler of New Japan. Though it remains to be seen how long this new allegiance will last... ■

RECOMMENDED READING:

UNITY VOL. 2: TRAPPED BY WEBNET TPB



Dr. Silk revealed the truth of the murder of Rai's mother to him, turning the guardian and enforcer of Father's rule against New Japan's despotic ruler.



TOYO HARADA

BASE OF OPERATIONS: The Foundation Zone on the coast of Somalia

ENEMIES: Bloodshot; H.A.R.D. Corps; Simon Oreck; Project Rising Spirit; Peter Stanchek and the Renegades; Unity

FIRST APPEARANCE: HARBINGER #1

KNOWN ABILITIES: An “omega-level” psiote with near-limitless powers of telekinesis and telepathy, the true extent of Harada’s abilities may never be known; Harada also possesses a high level of intellect that he has employed to great effect as a billionaire industrialist, businessman, philanthropist, and Nobel laureate.

HISTORY: Toyo Harada, C.E.O. of Harada Global Conglomerates and the most powerful telepath in the world, has a vision for a perfect future. Guided for decades by the prognostications of the mysterious Bleeding Monk, Harada has used his extensive powers to build his public-facing company into a seemingly benevolent force. Behind the scenes, however, he assembled a private army in the form of the Harbinger Foundation, a secret academy built to activate and train young super-humans called “psiots” that, like himself, exhibit an array of

abilities with extraordinary potential.

For decades, Harada’s Harbinger Foundation and the paramilitary contractor Project Rising Spirit have waged a secret war over these psiots, and, over the years, each collected a small army of empowered children to serve them. This conflict flared into public view when a group of these children escaped from P.R.S. and took refuge in Las Vegas.

With a new band of psiots now in play, a war quickly erupted between the Harbinger Foundation, P.R.S., Bloodshot, and Harada’s former pupil

Peter Stanchek, as they battled to claim the children for themselves. In the end, Harada emerged triumphant, capturing the children, as well as Bloodshot and the entirety of Peter’s team. However, the victory only added to the mounting responsibilities on Harada’s shoulders.

In Harada’s eyes, the world will only survive if he is able to enact his vision of the future. That vision was threatened, however, when X-0 Manowar invaded Romania and pushed Europe to the brink of World War III. Harada responded by assembling a team of the world’s most powerful individuals to kill the self-proclaimed king and avert nuclear war...while also attempting to claim Aric of Dacia’s ultra-powerful armor for himself. Realizing Harada’s true ambitions, the Unity team turned on Harada and defeated him.

The combined stress of this loss and of psychically suppressing Peter Stanchek became too much for Harada. He suffered a terrifying “mind squall”—a massive psychic eruption

that severely devastated every mind in the immediate area. In the wake of the event, the Renegades escaped.

As Harada's grip further weakened, he encountered a new threat in the form of Ax—a young hacker who leaked classified files to the world, revealing the true nature of Harada's powers and the existence of the Harbinger Foundation in the process. Now exposed to the world, Peter Stanchek and the Renegades dealt the death blow to the Harbinger Foundation and Harada's long-term plans to manipulate from the shadows when they exposed him as a murderer and would-be despot.

With his mask of respectability ripped away, Harada publicly declared that he would now use his powers to bend the world to his will. Hijacking the aircraft carrier U.S.S. George H.W. Bush and claiming a portion of the Somalia coast as a new extraterritorial Foundation Zone, he prepared himself for the onslaught to come from the world's governments. As the attacks escalated and more and more anti-psiot technology was deployed in the fight, Harada has started to enlist allies beyond his students. Turning to the darkest corners of the Earth he has started to build a coalition of the powerful, the unscrupulous, and the insane. He has built Imperium...and the battle for Utopia starts now... ■

RECOMMENDED READING:
HARBINGER DELUXE EDITION
BOOK ONE HC

His plans publically exposed in a massive leak of Harada Global Conglomerate's private documents, Toyo Harada now engages in full-scale, armed conflict with the governments of the world.

IMPERIUM

With the true nature of the Harbinger Foundation and its decades of secret manipulation of the world now exposed, Toyo Harada has launched an all-out war for the future of the human race. But with his enemies becoming increasingly better armed against his psiot forces, Harada has begun to recruit a team none could predict, prepare for...or control. ■



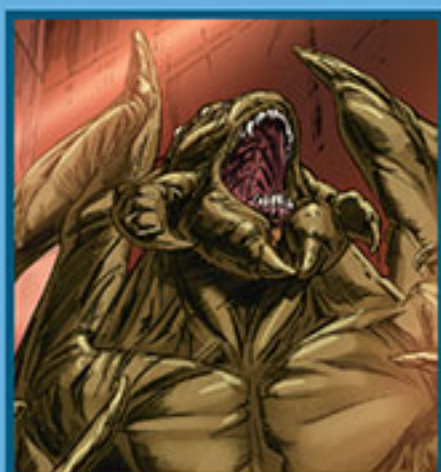
MECH MAJOR

The product of Harada's experiments with nanite A.I. in his med-bots. Is prevented from accessing network technology for fears of prompting a technological singularity. Prefers to be called Sunlight On Snow. ■



GRAVEDOG

Borz Umarov, a Chechen terrorist pressed into service with the H.A.R.D. Corps. Defecting to the Foundation Zone, Harada hacked Gravedog's wetware implants and returned him to P.R.S. for an as-yet-unknown purpose. ■



LORD VINE-99

A Vine alien, the ninety-ninth giga-class assassin clone sprout, initially created to assassinate Harada. Now repurposed by Harada and genetically manipulated to isolate it from the Vine psychic collective so it will bend more easily to the psiot's will. ■



BROKEN ANGEL

A scientist named Angela Peace Baingana serving with the multinational P.R.S. force fighting Toyo Harada. Her explorations of higher dimensions have fundamentally altered her and left her something more than human... ■



HISTORY: A psionic teletechnopath, able to control computers and microcircuitry with her mind alone, Amanda McKee was orphaned at a young age, and sent to live in a group home. There, the billionaire visionary and founder of the Harbinger Foundation, Toyo Harada, discovered her and took her into his care. For this Amanda became unfailingly devoted to Harada and his mission. Assuming the name Livewire, Amanda rose through the Foundation's ranks to become one of Harada's most trusted aides.

All that changed when Peter Stanchek joined the Harbinger Foundation. Confronted by Peter's sheer power and his rebelliousness, Harada's façade of control began to fray and his domineering tendencies became clear. Still faithful to Harada's vision, but believing that Peter could help counterbalance his immense power, Livewire aided Harada's wayward student in his escape, and sent herself into contrite exile.

Months later, Aric of Dacia claimed Romania as his people's new homeland, threatening to plunge the region into war. Harada, needing Livewire's unique abilities to help prevent World War III, recruited her to join the elite strike team he was forming to stop Aric. With her power to control computers, Livewire stripped the high-tech X-0 Manowar armor from Aric and donned it herself. With the most powerful weapon in the universe at her command, Livewire easily subdued Aric's people and ended the conflict.

Bonding with the armor enhanced Livewire's abilities, permitting her to now fully access all of the Harbinger Foundation's records. With Harada's darkest secrets now exposed to her, Livewire learned the true extent of his evil, and quickly marshaled the Unity team against her former mentor. Leaving the Harbinger Foundation behind completely, Livewire joined Ninjak, the Eternal Warrior, and X-0 Manowar in the newly formed Unity team.

At the behest of Neville Alcott in MI-6, the team traveled to Taiwan to investigate strange happenings related to the mysterious Dr. Silk. There the team uncovered Dr. Silk's scheme to control the world using a hybridized memetic-biological virus capable of completely rewriting an infected individual's mind. The team defeated Dr. Silk, but during the fight, Livewire discovered she was somehow immune to the effects of the Silk virus.

During the subsequent Armor Hunters invasion, Livewire learned her immunity was a result of bonding with the X-0 Manowar armor. The armor's infectious property of slowly replacing portions of the bonded host with itself had altered her physiology. Using her psionic abilities, Livewire suppressed the armor's urge to replicate, ceasing its infection of both herself and Aric.

Following the Armor Hunters' invasion, Unity went public, secretly adopting the Armor Hunters sentient alien spacecraft GIN-GR as their mobile base. It was this secret that prompted an attack by the United—a team formed and sponsored by a coalition of the world's ambassadors to the U.N.—meant to expose and discredit Unity and the American and British governments sponsoring them. But Livewire, in her new role as public leader of the Unity team, deftly defused the scandal with an impassioned public plea on GIN-GR's behalf. ■

RECOMMENDED READING:

UNITY VOL. 1: TO KILL A KING TPB

RIGHT: Donning the X-0 Manowar armor, Livewire tricked the Armor Hunters, getting inside their defenses and disabling their sentient spacecraft GIN-GR.



LIVEWIRE

REAL NAME: Amanda McKee

BASE OF OPERATIONS: The sentient spacecraft GIN-GR serves as mobile base of operations

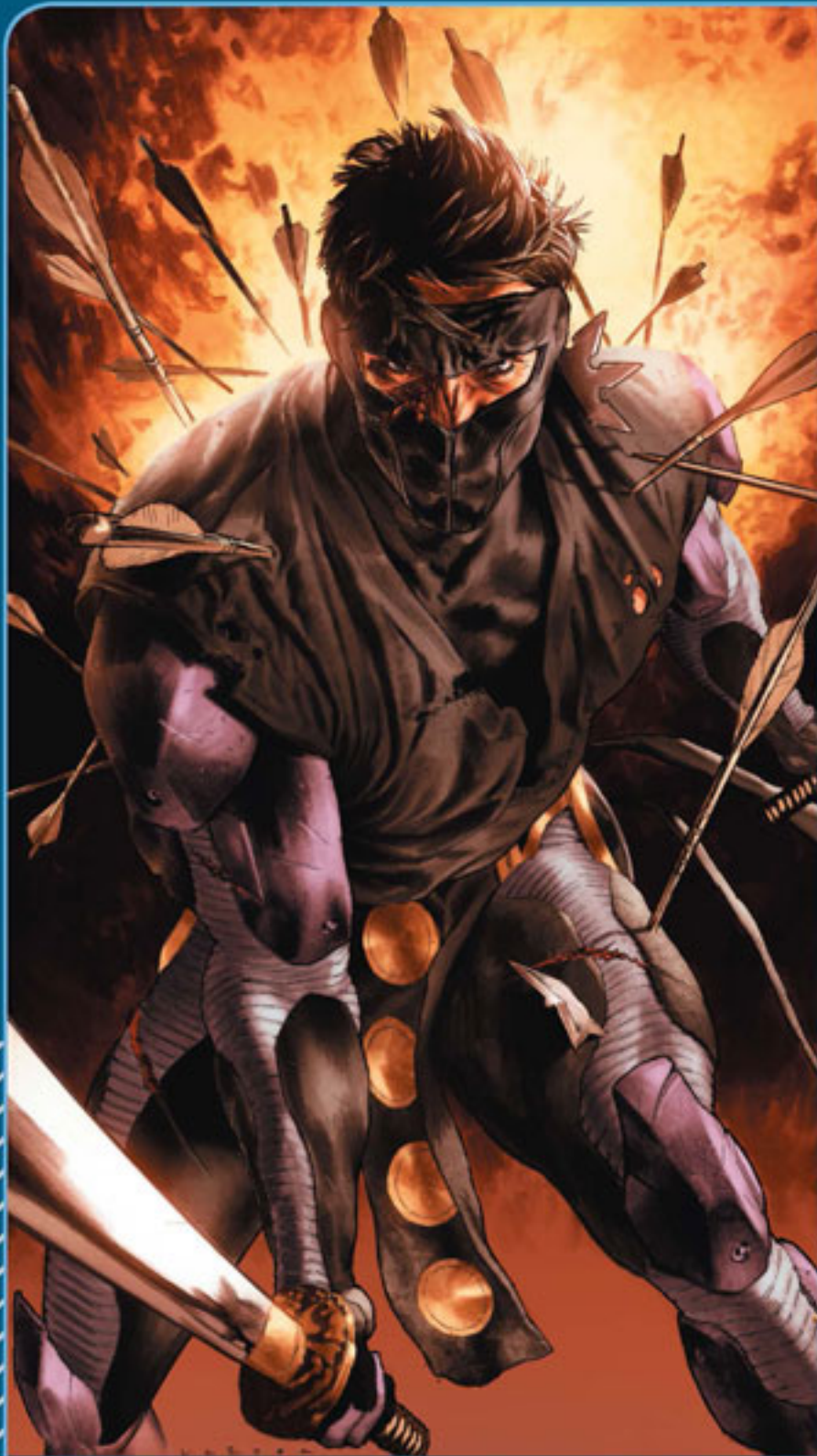
KNOWN ALLIES: Eternal Warrior; Ninjak; Stronghold; X-0 Manowar

ENEMIES: Toyo Harada; Dr. Silk; The United

FIRST APPEARANCE: HARBINGER #3

KNOWN ABILITIES: Ability to psionically interface with and control computers; advanced knowledge of martial arts technique.





NINJAK

REAL NAME: Colin King

KNOWN ALLIES: Neville Alcott; Eternal Warrior; Livewire;

MI-6; X-O Manowar

ENEMIES: Roku; Dr. Silk; The United; The Vine; Weaponeer; Webnet

BASE OF OPERATIONS: King's Castle, England, UK

FIRST APPEARANCE: X-O MANOWAR #5

KNOWN SKILLS: In addition to being a skilled clandestine operative, Ninjak is one of MI-6's most skilled and lethal hand-to-hand combatants, though possessing no known superhuman abilities; he is a genius technologist and one of MI-6's leading weapons experts, as well as being an Olympic-level athlete.

HISTORY: Colin King's past is shrouded in mystery, and little is known about his upbringing or how he came to be the enigmatic covert operative known as Ninjak. What is known, however, is that for several years—while masquerading as a wealthy English businessman and playboy as his cover—he's also been one of MI-6's most skilled contractors and has been used in a number of extremely sensitive, critically important missions for British Intelligence.

When Aric of Dacia returned to Earth with the X-O Manowar armor he took from the Vine, that alien race's sleeper agents inside British Intelligence hired Ninjak to reclaim their weapon. Ninjak tracked Aric to the Peruvian rainforest where Aric had managed to capture Alexander Dorian, the Vine planting that led the initial assault to reclaim the armor. Ninjak quickly outsmarted Aric, drugging him and stripping him of the armor. Ninjak then

took Aric and Alexander captive aboard his jet, planning to turn them over to MI-6. But, learning of the Vine's plans to eradicate all life on Earth, Ninjak aided Alexander and Aric in their fight to stop the incoming Vine invasion.

Together, they executed a full frontal assault on the Vine-controlled headquarters of MI-6 in London. Ninjak and Aric parted as uneasy allies, with Ninjak agreeing to pursue the remaining Vine sleepers within the agency, with help from MI-6's Neville Alcott—one of the few remaining uncompromised operatives.

Ninjak and Aric met once more soon after, when X-O Manowar returned to Earth—this time as the leader of a Visigoth horde newly freed from bondage on the Vine homeworld of Loam. When Aric and his people then claimed a portion of Romania as their ancestral homeland and began inching the world toward the brink of nuclear war, Ninjak—under assignment by the secret leader of the Harbinger Foundation, Toyo Harada—infiltrated Aric's command center to provide reconnaissance for the mission to neutralize the X-O Manowar armor. But when Aric slaughtered the first-generation Unity strike team sent by Harada, Ninjak's one-time ally took him captive.

Ninjak managed to make his escape, and joined Harada, the Eternal Warrior, and Livewire in defeating X-O Manowar. But Ninjak and the new and improved Unity team quickly realized that Harada represented an even greater danger, forcing them to retrieve the armor once again and form a strategic allegiance with Aric against Harada.

In the wake of the Romania affair, Unity reformed under the command of MI-6's own Neville Alcott, and has been dispatched to combat a number of international threats, including a bio-linguistic terror plot by Dr. Silk in Southeast Asia and the Armor Hunters' invasion of Earth.

Most recently, Neville has tasked Ninjak with infiltrating the international Weaponeer arms maker, and identifying their secretive leadership, currently known only as the Shadow Seven. After tracking one of Weaponeer's lead operatives, the assassin Roku, to Tokyo, Ninjak took on a cover identity and began a risky undercover gambit to not only infiltrate the Shadow Seven's inner circle...but also claim one of the Seven's powerful leadership posts for himself... ■

RECOMMENDED READING:

NINJAK VOL. 1: WEAPONER TPB



King's Castle—Colin King's familial estate in the English countryside—is outfitted with an array of sophisticated anti-surveillance technology, and secretly houses many of Ninjak's tools of the trade, including his high-speed intercontinental aircraft.

HISTORY: Victoria Greaves-Trott is a mambo. A mohawk-sporting British national with a love of punk rock may not seem like the typical candidate for a voodoo priestess, but Punk Mambo is the real deal...a real backwoods sorceress. Dwelling in the bayou outside of New Orleans, Punk Mambo can help the wayward, troubled, and damned remedy what afflicts them...but how she came to gain those abilities and her knowledge of hoodoo is an even stranger, darker story.

As a teenager in 1970s London, young punk rocker Victoria was abducted by a houngan, a lecherous voodoo priest. Much older than his youthful appearance suggested, the houngan—then operating under the name Joe Mayhem—collected Victoria and other young souls like her, forcing them into debauched rites and practices that fueled his immortality. During her time in captivity, Victoria observed the houngan intently, learning the fundamentals of his arcane practices and using them to craft an escape. She freed herself, but left her fellow prisoners behind. Setting out into the world, Punk Mambo was born...never aging, never dying, never putting up with the powers that be.

Punk Mambo relocated to the Louisiana bayou, where she would eventually come to meet Jack Boniface, the latest bearer of the Shadowman loa. As the dark spirit inside Jack came to exert more and more control over its host, he sought out the Mambo to perform a separation ritual—one she was ultimately unable to complete.



Far older than her youthful appearance suggests, and ever untraditional, the Punk Mambo often seeks the guidance of her “punk voodoo djab,” Sid Vicious.

As Jack’s battle with the loa inside him escalated, Jack’s girlfriend Alyssa sought out the Mambo once more. Although direct intervention with such a powerful being was beyond her “wanga”—her magical ability—she was able to reveal the one person left alive that could possibly aid him: Josiah Boniface, Jack’s own father and a former Shadowman himself, long thought dead. She also revealed that Jack would have to make a true sacrifice to achieve a complete separation and rid himself of the loa once and for all. And what was the reason she helped Jack? She thought he’d be useful to her someday...

Though that day has yet to come, the Punk Mambo has kept busy. Recently, after learning that Joe Mayhem was still active, she returned to London for the first time in years to confront her torturer. Seeking revenge against the former friends that placed her in the houngan’s path, she worked her way through her list of enemies, eventu-



PUNK MAMBO

REAL NAME: Victoria Greaves-Trott

BASE OF OPERATIONS: New Orleans, Louisiana

KNOWN ALLIES: The Abettors; Shadowman

ENEMIES: The Immortal Enemy; Joe Mayhem; The Shadow Loa

FIRST APPEARANCE: Shadowman #13

KNOWN ABILITIES: A master of voodoo rites, Punk Mambo commands many magical abilities and defenses, including enhanced senses, astral projection, the casting of illusions and spells, and more; her powers also appear to have arrested her aging.

ally finding Mayhem, alive but decrepit, before smashing his face in and returning to the bayou.

Most recently, she was one of the heroes recruited by MI-6 to assist the Eternal Warrior in his fight with the Immortal Enemy. However, that battle went poorly and Punk Mambo, like the rest of the assembled heroes, found herself tormented by the psychological embodiment of her own worst fear—a Voodoo doll of herself, stabbing itself.

Where she will turn up next remains to be seen, but odds are that the Punk Mambo won’t stay silent for long... ■

RECOMMENDED READING:

VALIANT: ZEROES & ORIGINS VOL. 1 TPB