

# 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, as Kay McHenry settles uneasily into her role as the latest Geomancer, the Immortal Enemy has returned after a centuries-long absence to hunt her down. But this time the Eternal Warrior will not be fighting alone...



## 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.



## NEVILLE ALCOTT

An MI-6 liaison tasked with marshaling the world's most powerful beings to stand against the Immortal Enemy, Alcott is distracted by the unknown contents of a mysterious box he recently acquired after years of searching.



## COL. JAMIE CAPSHAW

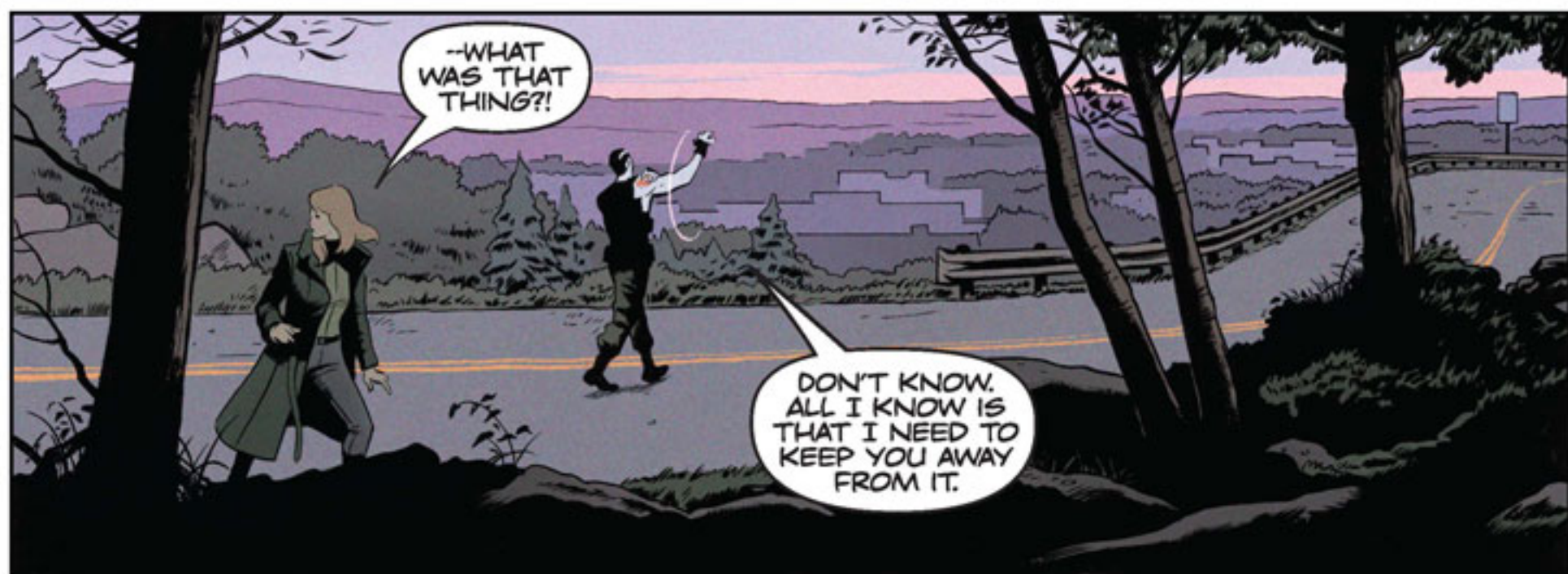
Commanding officer of G.A.T.E—the Global Agency for Threat Excision. She works with her British counterpart, MI-6's Neville Alcott, to address unfolding crises around the world.



## 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. He will lead the army of superhumans Neville assembled in the hopes of finally defeating the Immortal Enemy, once and for all.

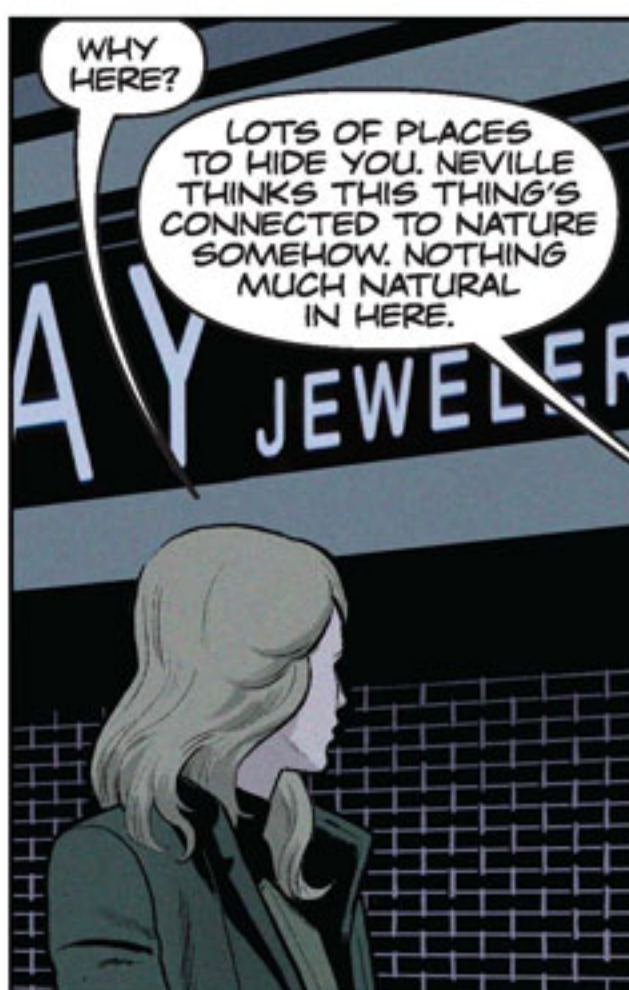




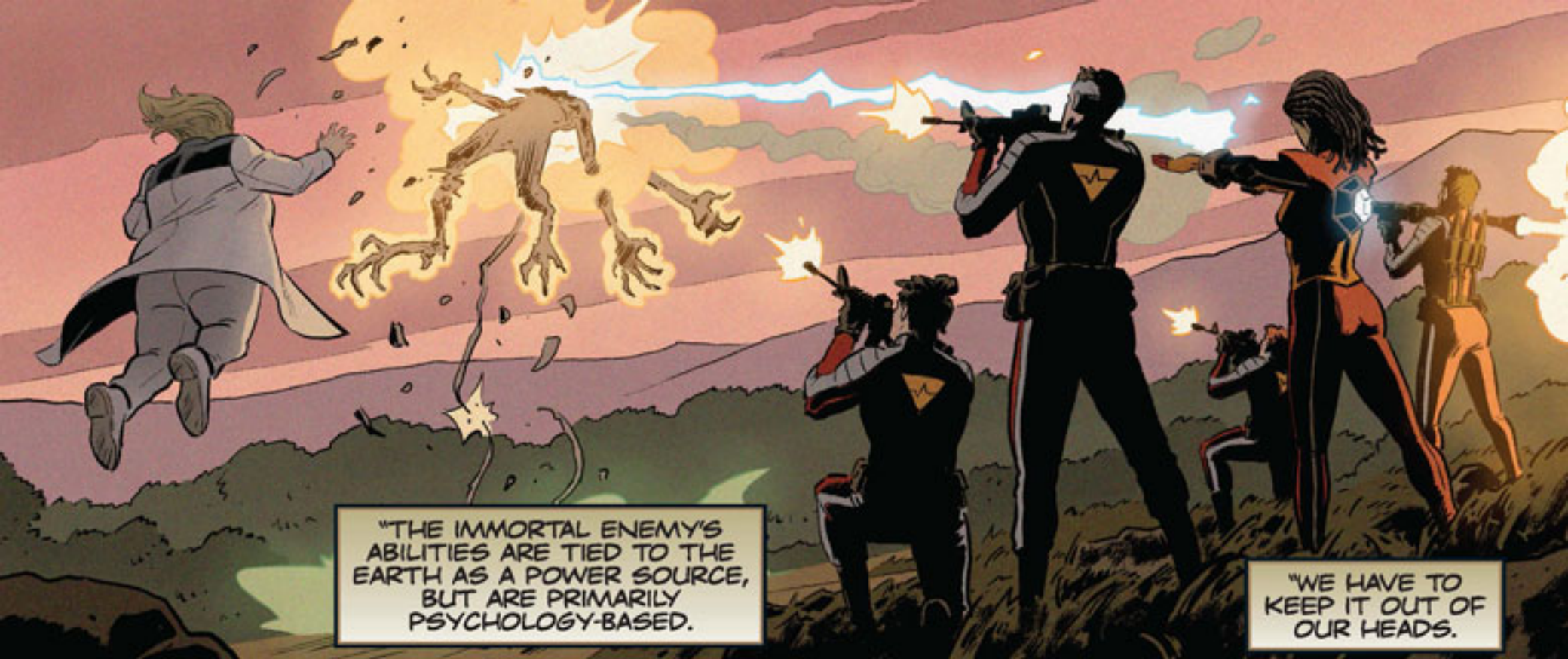






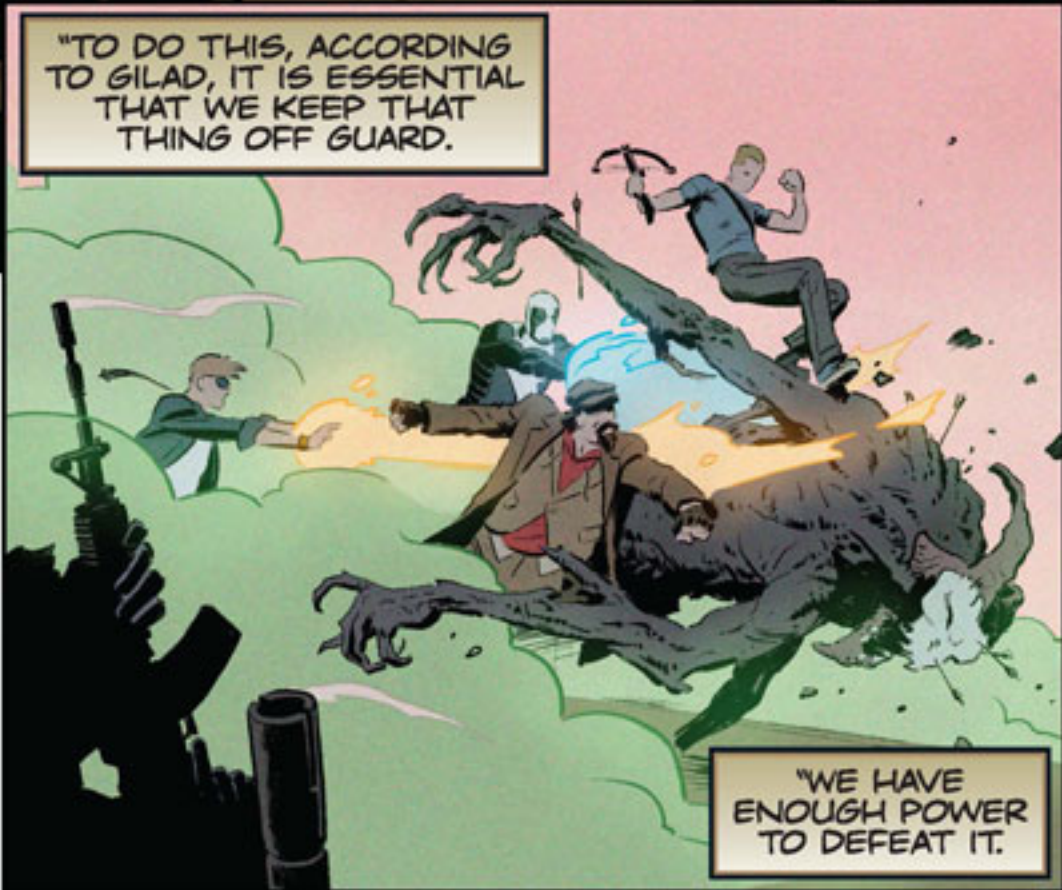






"THE IMMORTAL ENEMY'S ABILITIES ARE TIED TO THE EARTH AS A POWER SOURCE, BUT ARE PRIMARILY PSYCHOLOGY-BASED."

"WE HAVE TO KEEP IT OUT OF OUR HEADS."



"TO DO THIS, ACCORDING TO GILAD, IT IS ESSENTIAL THAT WE KEEP THAT THING OFF GUARD."

"WE HAVE ENOUGH POWER TO DEFEAT IT."



"BUT HISTORICALLY, THE PROBLEM WITH AN OVERWHELMING FORCE IS ALWAYS LOGISTICS."

"ONCE YOU ATTACK, YOU'VE GOT TO CLEAR THE ATTACK ZONE..."



"...SO THE NEXT WAVE OF OFFENSE CAN IMMEDIATELY STRIKE."

"IF WE LITERALLY THROW EVERYTHING WE'VE GOT AT IT..."



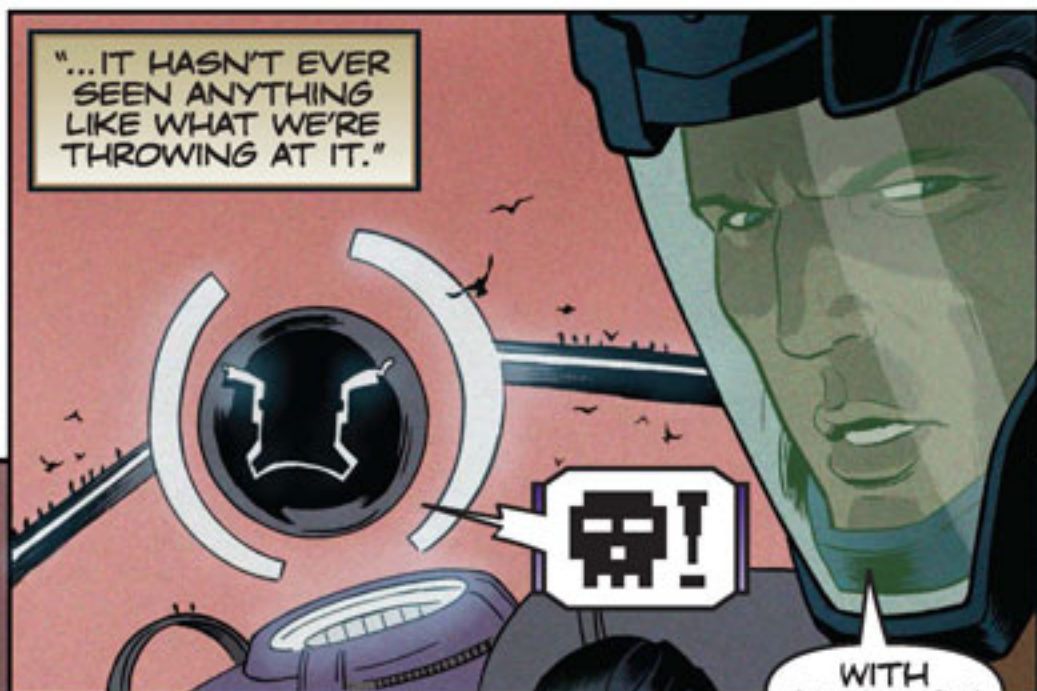
"...THE IMMORTAL ENEMY WON'T BE ABLE TO CONCENTRATE ITS POWER ON ANY ONE OF US."





"THAT THING HAS BEEN AROUND SINCE THE BEGINNING OF TIME. BUT I GUARANTEE YOU..."

**NOW!**



"...IT HASN'T EVER SEEN ANYTHING LIKE WHAT WE'RE THROWING AT IT."

**!!**

WITH PLEASURE!

"WITH ANY LUCK..."



**SHUDN**

**ZARRRRRK**

**BROZZZHE**

"...WE'VE DONE IT."