

SWAMP THING #25

PAGE 1:

We pick up a few minutes after the end of last ish; it's about noon; the locale, as you'll recall, is Oregon -the "Blue Rountains" Coming toward us is a pick-up truck...one of those that rides very high off the ground, about a 1975 model. Off in the background lies the battered, tipped-over remains of the car that mas destroy ed last ish, along with a lot of ripped up ground. Do a real mond trip or this splash...lots of background, the sun casting dark shadows here and there ... moody. And this splash page is something special in the way of design, in that this scene is actually contained in a box occupying only the lower two-thirds of the page. There is a design motif of Swamp Thing battling Hawkman overlapping the top part of the panel, and coming up in front of the title (see attached sketch). This particular comic book has always had exceptional artwork, Ernie; you did a rice job on the previous issue, and I hope you'll continue and even increase the lavish visuals this time around, since Hawkman and Swampy together are plenty interesting from a purely artistic standpoint. very much look forward to seeing what you do with this ishl

PAGE 2:

Now we see that Aleo and Ruth are riding in the open box of the pick-up. They!re both pretty tattered and besten, after last issue's encounter with Thrudvang. They've hitched a ride. Their hair blows in the Wind. as they carry on a conversation. They have their arms around each other, leaning up against the back of the cab. Alec is worried about Ruth, and vice versa. They talk. Inside the cab, by the way, are three of the loggers; on their way home after last ish's encounter with Thrudvang -- we only catch an occasional glimpse or silhoutte of them through the rear window of the cab. Suddenly, Alec is once more overcome with severe pain -as he was previous to the battle with Thrudvang--and he collapses in Ruth's lap, face contorted in agony. He forces himself back up to a sitting position and says. he'll be all right. Last panel is of the pick-up approaching the home of Alec's brother (the mailbox and ... so forth was shown at the end of #22; the place itself appeared in #'s 23/24).

PAGE 31

Ruth and Alec climb out, and assure the driver that they will be all right, thanking him for his assistance. Alec totters weakly as the pick-up disappears and Ruth goes dashing into the house after his brother. We get a close-up of him, and a shot of him shambling toward the lab. Buth comes back out of the house, puzzled that his brother is nowhere to be found. She comes up beside Alec, who is leaning against an open doorway, and stops in startled surprise. Final large panel is a shot of the lab, all in shambles, broken up. Something ominous has happened to Alec's brother.

2423 年

Ruth has taken a step into the lab, as Alec still stands leaning against the way. A ray of sunshine splashes down, cutting a swath across him, over one of his arms and across one of his legs. To his immense horror, Alec begins to grow roots, and his arm becomes mossy and vine-grown. Simultaneously, he is once again overcome with rain. At sight of this, Buth panics and says he has to get to a hospital at once. She helps him around to the side of the house, where her Volkswagen beetle is peried, and hustles him inside. They speed off for Portland. (Note: On the preceding pages, be sure to get at least one close-up on each page...except splash... and use facial expressions to convey the horror and the drama of what's going on, as well as using plenty of backgrounds and a liberal lacing of mood.)

PAGE 5:

Scene change. Back at site of the accident last ish, a black lime has pulled up, and striding toward the wreckage is Sabre, behind him, coming from the car, is Solomon Smith; inconspicuous, but discernible, is a third person still in the car. Close-up of Sabre and Smith discussing what must have happened. Then a shot of them, standing atop the chasm shown at end of last ish; this is an upshot, framing them against the sky, but they are pointing down directly at us as if we were at the bottom of the chasm. A shot of them climbing down--in which we see Sabre standing at the bottom, while Smith is just in the process of following him down, and another foot or pair of feet is visible at panel top, following Smith. At chasm bottom is Thrudvang--pitifully smashed and yet still alive at river's edge, caught between some big rocks. He looks up in recognition and hope at Sabre's approaching, pleading for help with his eyes. Sabre raises his sword/arm, and brings it down (the we don't see it impale Thrudvang). He is absolutely merciless. Final shot is of him looking vengeful and deadly as he swears that he will find Swamp Thing and settle his debt for once and all!

PAGES 6 & 7:

This is a two-page spread, so design it for maximum impact (as you did last ish), the you need not use exactly the same layout. Be creative and very dramatic. This is a scene change, and we close on Buth and Alec in car. She's strained and worried at the wheel, while beside her Alec is obviously attempting to fight off something he cannot hope to fight off. Gradually, bit by bit, he's becoming the Swamp Thing. It's still early afternoon. They are speeding into Portland -show a freeway exit sim or whatever. Also begins shouting at Ruth that he can't hold the change off much longer, and just them a police car appears behind tham, sireng going and lights flashing. They're now in downtown Portland, Oregon (research this, please from an encyclopedia if nothing else). Fearing that he's coing to horm Roth, and suddenly overcome by the change, Swarp Thing bursts from the car, tearing the door askew, but not entirely off. Pedestrians are showled and asset. Very dramatic, particularly now that Swar by is violently crazed and dangerous and not in control of himself. Final panel is nost dramatic, with Owen Thing lose on the street, and police piling out of their car and shooting at him and all that.

PAGE 8:

Scene change. Hawkman and Hawkgirl, aboard their orbiting starship. Open with an establishing shot of the ship, and since it's a rather lame design, enchance it with forced perspective or something. Inside, everyting is futuristic, ultrs-technological. Hawkman is anary, frustrated. He's just received a call from his honeworld of Thanagar, telling him he's no longer authorized to wear the plice uniform, etc., and he's really pissed off. After all these years of service, this is the thanks that he gets. He converses with Hawkgirl, pounds a computer or wall in frustration, and ultimately makes a solemn-faced vow just as he gets a special frequency signal from his automatic seamer. Going over, he monitors a police broadcast (they're orbiting just above Portland, Oregon, presently) about a monster running berserk, so he grabs a bill-a hafted weapon with broad hook-shaped blade and a' curved spike at the back--along with his usual mace. and departs hurriedly.

PAGE 9:

A nice lone shot of Hawkman appearing, diving down out of the sky. Below, Swamp Thing has pretty well laid waste to an entire street on his rampage. The police car has been tipped over, and police are firing to no avail from behind it. Swampy is impervious to bullets, since they merely are imbedded in or pass thru his muck. Swooping down, Hawkman comes at Swampy, striking him with his swinging mace. It hits hard, knocking a few chunks of rotting vegetation off our man-monster, but not hurting him significantly. Swampy in turn grabs the mace, shattering it in his grip and using it to deliver whiplash along the length of its chain.

PAGE 10:

Hawkman is sent crashing violently into a light pole. Police recognize him, and an order is passed to stop shooting, while he kneels on hands and knees, head down, momentarily stunned in the street. Swampy races away, escaping. In last panel, we see a pair of feet and a hand extended to help Hawkman up.

PAGE 11:

The hand and feet turn out to belong to none other than Sabre. Behind Sabre, as usual, stands Smith. Sabre introduces himself as a number of a federal investigating agency, presenting a false credential, and proceeds to convince Hardonan that he must join them in the effort to stop Swamp Thing, who is running arok. Smith joins in on the conversation. Hawkman indicates Sabre's arm and asks whether it's customary for Faderal agents to be so lethelly equipped; which gives Sabre a chance to lounch into a flashback on how he lost the arm. blames Swamp Thing, of course. We see Sobre as his former self, John Zero (see ST #13), in the moody dank swamp, prowling with a rifle, while he claims to have been stalking illegal alligator poschers. Wext we see Zero look up suddenly in alarm as Swapp Thing appears before him, ominous and shadowy and menacing.

PAGE 12:

Swampy throws Zero to the gators, then turns and stalks away into the mottled shadows of the swamp, as the gators thrash away at their unexpected prey. While this is shown, Sabre is telling how he was left to die in the swamp, but how he somehow, through sheer determination, got out...but lost his are. This entire flashback sequence should be no more than a couple panels on page Il and a couple on this page. No more than five panels, total. Now we get another shot of Hawkman facing Sabre and Smith as that mysterious person whom we earlier saw parts of makes his forceful appearance. It's Alec's missing brother! He elbows his way between Sabre and Smith, to face Hawkman. He tells him that the Swamp Thing Killed his brother Alec (a deliberate lie), and that it is a menace which must be destroyed. He is very vehement...more than a little orazed. Hawkman is convinced by all of this that Swampy is indeed a terrible murdering monster who must be stopped. He agrees to work with Sabre and his people to apprehend and kill the beast, and we get a shot of them looking on as Hawkman flies off in the direction in which Swampy disappeared.

PAGE 13:

Scene change. We see Swamp Thing running, taking big steps along one of the fabulous skyways (airborne free-ways that arch high over the Willamette River which divides Portland into two). He's angry, confused,

looking for the swamp and finding only more noise, more humans, more confusion. By now, it's late afternoon, and the sun is almost setting. It is important to establish the setting for this final confrontation with Hawkman, since it's extraordinarily visual and exciting. Please do. Also, go for a three-panel sequence of Swampy running toward us; he's farther away, running up the freeway/skyway; then he's closer, while over his shoulder in the sky appears a distant speck; then we get a close-up of Swampy's face, and in the sky over his shoulder, much closer, too, is Howbman, flying after him and still carrying the bill weapon. He's been convinced that Swarpy is a murdering monster, and is therefore prepared to kill him. Sw mpy twists just as Hawkman lunges down at him from the sky, thrusting his weapon into Swampy's ruck-encrusted chest and perhaps partielly through his. The haft enaps off, and Swampy tears the weapon out of himself and bookhardedly smacks Hawkman aside with a brutal blow from the heft. Remember to use close-ups every now and then.

PAGE 14:

Hawkman turns in mid-air and comes back down at Swampy, feet first, having turned up his gravity disc. Thus he strikes Swampy with enormously magnified gravity, knocking him backward through the concrete and metal guardrail of the skyway and into space. Far below is the river, and part of Portland can be seen beyond that. But Swampy moves fast and grabs hold of Hawkman, pulling him along. Hawkman strikes him, futiley but powerfully, angering Swampy.

PAGE 15:

Full page scene of Hawkman and Swamp Thing looked together in combat, while suspended in the air. Swampy has his fist pulled back to deliver a thunderous blow that will land (on next page) directly in center of Hawkman's chest. A really dramatic, stunning full lage artistic tour-de-force!

PAGE 151

Swampy's blow connects, smashing Nawkman's chest disc, which is what controls his anti-gravity powers. We see the surprise on his face, the shock of the blow. It sends them flying apart, and in a three-panel sequence we see Swampy fall toward the river far below. The sun is setting, and it is dark down below. Meanwhile, Hawkman is unconscious and flips over on his back helplessly, floating higher and higher toward space, his anti-grav unit permanently damaged. Make this very dramatic, since this is the last we see of him this ish, and this could well be his doom if he reaches the airlessness of space.

PAGE 17:

Final story page. Swamp Thing lies knocked out, half in and half out of the water at mucky shore's edge; the sunlight does not filter down here; night is approach-ing, and in a three-panel sequence we see him change back to Alec (throw a heavy shadow over his crotch. Ruth comes down to help him up: she's been watching, and couldn't get up onto the skyway due to police blockades and traffic being jamed, etc. He's very grousy, puzzled, doesn't really know or recenter what happened. She helps him into the battered VW and they drive off into the night, the door he tore askew earlier roped shut. Impart an air of the tragic to this. We should really feel sorry for both of them -- and feerful. for the final panel is a shot of Sabre, Smith and Ales's brother; the latter two are just in background; as Sabre laments this failure, but threatens to unleash another of Colossus' elementals ... next ish!

Final note:

This is a rollicking adventure story, Ernie, and I can't wit to see the combination of Swamp Thing mood and sheer action. Go berserk! This is a classic confrontation between two of National's most interesting characters, and I'm anxious as all hell to see how you handle it. Good luck!

--David Anthony Kraft

17 February 1976

David Anthony Eraft



SWAMP THING #25

PAGE ONE

7

Banner: The Surprise Saga You NEVER Expected to See!

SUTST: SWAMP THING VS. HAWKMAN

Title: THE SKY ABOVE: (Fancy letters; improve on mine, please.)

Credits: (As indicated on actual page.)

2

Caption 1. It is late morning here in the Blue Mountains of

rural Oregon.

Cap 2: The last half hour has been an eternity--

Cap 3: -- but now it's over, and the threat of Thrudwang the

Earth Master is only a terrible memory.*

Footnote 4: "As told in issue #24, Joe! (Very small letters.)

Balloon to truck 5:

Thanks for the lift-our dar's totalled!

Balloon to

truck 6: Yeah, I see that.

PAGE TWO

Driver la	And I bet I know exactly how It happened, too!	
Driver 2:	Some seven-foot freak did the same domned thing to our	
	logging truck just up the mountainside	
Alec 3	Well, he won't be doing any more damage. Ever.	
Alec 4:	He took a colunge to the bottom of the garge.	
Alec 51	But I finally realize there's some kind of curse on me.	
Service (1) (1) (1) (1) (1) (1) (1) (1) (1) (1)	I attract death and misfortune.	
Alec 6.	I should have stayed in the swamp, where I belong!	
Ruth 7:	Don't say that, Alec-it's not true!	
	3 . 3 .	
Buth &	You need love now, not self-pity. You've got to	
Ruth BRST 9: ALEC1		
Alec 10:	SAKK (Wavy balloon)	
Alec 11:	The pain-again! The pain-again! Spells Ruth!	
Ruth 12:	Hold me, Alec-and maybe the pain will be a little easter	
	to bear Stop seting note, thee, and hold me class.	
Buth 13.	Maybe. I know you're in pain.	
	5	
Alec 141	I-I'll be all right, Ruth.	
Buth 151	Will you, Alec?	
Beech 76	Till your	
	6	

An uneasy silence ensues, a silence is which answers are we amprove the many seed.

The elience endures until the rice ends at a featible

Daption 17:

5m 18g

PAGE THREE

1

Driver 1: Look, it ain't any of my business, but if I was you, fella, I'd see a doctor real soon!

Alec 2: I am a doctor.

Ruth 3: He'll...he'll be okay here.

Driver 4: I sure hope so, lady.

Ruth 5: Thanks again for the ride.

2

Alec 6: Ruth, don't! You shouldn't be running. You need rest.

Buth 7: I'll rest, Also-after I help your brother set up the

lab to run some emergency tests on youl

Alec 8: Now?

Alec 9: Can't they wait?

Ruth 10: You know they can't!

3

Alec TB 11: She's right. The pain keeps coming back, and each time...

Affec TB 12: ...it's worse!

4

Alec TB 13: Thanks to Edward, I'm no longer Swamp Thing--*

Footnote 14: *See issue #24. -- Joe.

Alec TB 15: -- the I never expected --

5

Alec TB 16: such severe cide affects!

(CONTINUED)

PAGE THREE (continued:)

6

Also TB 17. Did the sudden change put too much stress on my system-

or am I somehow regressing?

Ruth 18: Oh wow. (Tiny letters)

Ruth 19: The lab, Alec--

Ruth BRST 20: -- look at the-lab!

7

Alec 21: Good Lord -- NO!

Alec 22: First, Sabre* -- then the attack on the highway -- now this!

8

Footnote 23. Swamp Thing #23. -- Joe.

Alec 24: Everything smashed to pieces - and Edward . . gone!

Alec 25: Someone wants me, Ruth--and apparently they'll stop

at nothing ...

Alec 26: ...as they've just made clear!

Ruth BRST 27: What next, Alec--what next?

PAGE FOUR

1

Alec 1: I guess that's up to them. All I care about now is sparing you and my brother!

Ruth. 2: But-

Alec 3: But_what, Ruth? You know I...I...

Ruth 4: Alec--what's wrong?

2

Alec BRST 5: _PAIN--!

Ruth 6: If only I could help...

Alec 7: But you can't --!

3

Alec 8r No one can help me!

Alec 9: Even Edward failed, don't you see?

4

Alec 10: Lord, have mercy-

Alec BRST 11: -- I'm turning back into the SWAMP THING!

5

Ruth 12: Fight it. Alec-don't give in! Your brother's car is still here...

Ruth 13: ...I'll drive you to a doctor!

Alec 14: It's no use, Ruth.

Buth 15: Despair 1s an admission of defeat. Please tra

Buth 161 ... for me.

Alec 17. I'll. bry

[CONTINUEDA]

PAGE FOUR

To complete It'll take more than an hour to reach Portland. Buth 18.

Ruth 19: Can you last that long?

Ruth 20: Alec?

I...I think so. Alec 21:

8

Caption 22: There is no more to be said. Now, it's all a matter

of time...

Cap 23: ...and fate.

PAGE FIVE

1

Caption 1: Several miles behind, along the same highway ... Sabre 2 It is as we feared, Smith! Sabre 3: Thrudwang, the Earth Master, has already eliminated our previ Smith 4: So it would seem, Sabre--Smith 5: --yet I see no bodies. 2 Sabre 6: Indeed. Let's have a look around, shall we? Smith 7: Right. 3 Sabre 8: Over here, Solomon! Sabre 9: There's a body down below ... 4 ... and it belongs to Thrudwang! Sabre 10: 5 Sabre 11: Hey -- he's still alive! 6 Sabre 12: He thinks we came to help him. Sabre 13: What a laugh! 7 (Silent) 8

So Dr. Alec Holland escaped Thrudvang. Well, I swear

Babre 14:

to you, Smith-

Sabre BEST 15: --he won't escape from

PAGES SIX & SEVEN

1

Caption 1: Nor will he escape his own destiny ...

Alec 2: How much farther, Ruth?

Ruth 3: We're almost there already, Alec. You can make it!

Alec 4: I'm not so...sure.

2

Alec 5: Sudden pain tearing at me from inside...my metabolism

is...changing--

Alec BRST 6: -- and I can't STOP it!

3

Alec 7: Hit the brakes, Ruth--!

Alec 8: NOW! (Open letters)

Sound: SKREEEE

4

Ruth 9: oh dear god (very small letters in normal size balloon)

Caption 10: In muted tones, Ruth Monroe mutters those words to herself over and over again. She doesn't know what

else to do.

ST cap 11: For here in the midst of downtown Portland, Oregon, Dr.

Alec Holland has once more become the mossy man-brute

known as ...

Old logo 12, SWAMP THING

Sound: ZRAKK

ST cap 13: And, judging by his abnormally violent behavior --

ST cap 14: -- he is no longer capable of rational thought while in

the massive form of a monster!

this shapen (CONTINUED.)

PAGES SIX & SEVEN (continued.)

5

Unbordered
Caption 15:
(stat neg)

Cop 16:

Theread, he acts in confusion, his mind a maelstrom of conflicting emotions and distorted perceptions!

Cop 16:

Freeze, freak--or I'll shoot!

Caption 17:

As ever, harsh reality makes no allowances for innocent victims of circumstance.

PAGE EIGHT

1

Caption 1: In fact, sometimes it encourages even the most unlikely events...and fosters the most unfortunate misunder-standings.

Cap 2: Passing high <u>overhead</u> at the moment is an orbiting

Thanagarian <u>spacer</u>, base of operations for the two

extra-terrestrials known as <u>Hawkman</u> and <u>Hawkgirl</u>...

2

Hawkman BRST 3: Look, Shayera--

Hawkman 4: --we're getting an emergency readout on our routine monitoring of local Earth police frequencies:

Hawkgirl 5: There's a monster running amok in Portland!

3

Hawkman 6: And according to the <u>alert</u>, bullets have proven <u>useless</u> against it! I'm going <u>down</u> there to help <u>defeat</u> it!

Hawkgirl 7: Alone?

Hawkman 8: I'm in the mood for some action!

4

Hawkman 9: But stay on stand-by--in case I need you.

Hawkman 10: Okay?

Hawkgirl 11: Okay, Katar--and be careful!

5

Caption 12: Thus, scant seconds later, the winged wonder hurtles through the sky over Portland.

Cap 13: His target: Swamp Thing!

Cap 14:



PAGE NINE

1

Unbordered caption la

His weapons: a war mace, an assemal and surprise.

2

ST Caption 2: Meanwhile, in the streets below, Swamp Thing seeks only escape...

ST Cap 3: ...yet is goaded into <u>violent rampage</u> by the repeated assault of a shocked and panicking city police force!

Cop BURST 4: Damn!

Cop 5: It would take a bazooka to stop that thing!

Other cop 6: Hold your fire, Captain-

Sound: SPEEOWWW

3

Other cop 7: -- all of a sudden, we've got unexpected aid!

ST Caption 8: Hawkman swoops down from the heavens like an avenging angel--

ST Cap 9: -- swoops and strikes--

ST Cap 10. -- swiftly, silently... savagely!

Sound: SHTOCOM!

4

Unbordered

caption 11. Unfortunately, he has made the <u>mistake</u> of misjudging the sensational <u>speed</u> and <u>power</u> of this muck-enorusted mockery of a man...

5

(Silent)

6

Unbordered caption 12:

... and thus he is shot backward in violent whiplash...

Sound: SSSWWAAPPPPPPPPPPP

PAGE TEN

1

Caption 1: ...sent streaking awkwardly through the late-afternoon air, until he comes to an abrupt and almost skull-splitting stop!

Sound: FRANG

Cop 2 BURST: Holy smokes!

Caption 3: For Hawkman, further conflict is momentarily out of the question!

2

ST Caption 4: As for the Swamp Thing, consternation and chaos for mental clarity...

ST Cap 5: ...and excess even anger

3

Unbordered Caption 6: He stands for an uncertain instant over his fallen foe--

Hawkman 7: Ungh-kk

4

Unbordered Caption 8: -- then, his brain seething and roiling, he turns away.

Unbordered Caption 9: And runs.

5

ST Cap 10: Runs in a random yet frantic search for solitude,

Cop 11 BURST: Key!

Cop 12: The freak's escaping!

Hawkman 13. And...it's all...my...fault...

Sounds: ZZNNG SKKKEOWW KBIAM KBIAM

ST Cap 14. Misunderstood, inarticulate, the great brute bolts toward the setting sun without once looking back.

PAGE DEN (continued)

6

Off-panel balloon 15: You tried, Hawkman -- that's what counts. Tou Till

Off-panel balloon 16: Let's have a talk.

Thanks. But who --? Hawkman 17:

PAGE BLEVEN

1

Sabre 1: Allow me to introduce myself. Codename: Sabre. Sabre 2: I'm a Federal agent for the U.S. internal security organization known as Colossus. The Swamp Thing is our headache. Sabre 3: Hawkman 4: Right now, fella--Hawkman 5: --he's my headache, too! Literally. Sabre 6: I know what you mean. Sabre 7: Listen, maybe this is the wrong time to ask--2 Sabre 8: --but we could really use your continued help to capture that monster! Sabre 9: What do you say? 3 Hawkman 10: I'll cooperate, Sabre. Brief me on details. Sabre 11: Believe it or not, that grisly creature is a demented master criminal! Hawkman 12: Is that so? 4 Sabre 13: You bet it is. We've tracked him cross country, all the way from the Florida Everglades --Sabre 141 -- and we ain't about to let him escape now! Hawkman 15: I sec. Hawkman 16: You speak with great conviction. 5

(CONTINUED:)

of mine ain't exactly standard issue.

And with good reason, Hawkman. This artificial sworders

Sabre 17:

PAGE ELEVEN (continued.)

Caption 18: "I had a right hand once ...

Cap 19: "...before my first encounter with the Swamp Thing!"

Footnote 20: "For the truth about Sabre's meeting with Swampy, see

issue #13. -- Joe. (Very small print)

Caption 21: "I was slogging through the marsh, searching for the

unknown killer who had recently committed several

brutal slavings in the area --

6

Unbordered caption 22:

"--when out of the shadowy depths of the bog stalks a

seven-foot slime beast!

Cap 23: And in it's red-rimmed eyes--

Cap 24: "-- I saw death!

PAGE TWELVE

1

	,±	
Caption 1:	"I had found the <u>murderer</u>	
Cap 2:	"a miry, malformed demon	
Cap 3:	"and I was to die for my discovery!	
2		
Cap 4:	"Ruthlessly, deliberately, the Swamp Thing threw me to	
	the waiting gators!	
Cap 51	"I was lucky to lose only my hand."	
3 & 4		
Sabre 6:	But-somehow-I survived to stagger from the swamp hour	
	laterdazed, delerious and near death!	
Sabre 7:	Since then, I've sworn to stop that monster!	
Sabre 8:	Tell him the rest, Prof. Edward Holland.	
Edward 9:	I can verify everything Sabre says	
Ed 10:	because the Swamp Thing is really my brother	
Ed 11:	Dr. Alec Holland, a renegade scientist! I tried to	
	help him, but he destroyed my lab and almost killed me.	
Hawkman 12:	He's got to be caught!	
	5	
Ed 13:	Precisely. He's desperate dangerous and deadly.	
Bd 14:	Will you risk another confrontation with him, Hawkman?	
6		
Hawkman 15:	I will. And, gentlemen, I assure you	
Hawkman BRST 16: this time. I'm ready!		
	Cap 2: Cap 3: Cap 4: Cap 5: Sabre 6: Sabre 7: Sabre 8: Edward 9: Ed 10: Ed 11: Hawkman 12: Ed 13: Ed 14: Hawkman 15:	

PAGE THIRTEEN

1 ST Caption 11 Portland is Oregon's largest city; to the simlessly scuttling Swamp Thing, it is an unnatural environment that seems endless. ST Cap 2: Fragmentary flashes of uncomprehending fear alternate with anger--2 Unbordered caption 3: -- like some berserk lightning storm of emotions in the great brute's head. ST Cap 4: Tempestuous, unrelenting --3 ST Cap 51 -- the mind-storm rages --ST Cap 6: -- rendering him oblivious to pursuit! 4 Unbordered From behind, borne ever closer on the warm, wettish wind--Unbordered Cap 8: -- comes Hawkman. ST Cap 91 Fooled by the extravagant fabrications of Sabre and Prof. Edward Holland, he gives no quarter... Hawkman 10: Heads up, you homicidal horror --6 Hawkman 11: -- you're about to be speared and subdued! Sounds SPIJIKT 7

It takes more than a mere spear to subdue a being made at

RRUNNSH Sound:

PLOK

pulp and primal ooze

Sound:

ST Cap 12:

PAGE FOURTEEN

1

Caption 1: It takes strategy and the ability to recover rapidly from awestruck surprise.

Cap 2: It takes a talent for sudden, unexpected action!

Sound: HWAK

2

<u>Unbordered</u>
Caption 3: And, sometimes, even that is not enough!

Hwkmn BRST 4: Let go, you mute, murdering menace!

ST Cap 5: Tenaciously, Swamp Thing tightens his grip.

ST Cap 6: The survival instinct is strong within him.

3

Hawkman 7: Let go, ogre--before I pound you!

Unbordered Caption 8:

The massive <u>man-monster</u> is understandably loathe to take the <u>long fall</u> from the sky-spanning freeway to the wind-rippled waters of the <u>Willamette River</u> far below!

Cap 9: Hawkman, however, is in no mood for mercy.

Cap 10: His mission is to overcome an alleged killer!

4

Hawkman ll: All right, Swamp Thing--I warned you!

Sound: SWOPP

Unbordered caption 12:

Until now, the harrassed, misunderstood, nearly-

mindless muck creature has reacted with surprising

restraint to considerable provocation.

Unbordered Cap 13.

Until now ...

PAGE PIFTEEN

1

ST Caption 1: ...but not any longer!

ST Caption 2: His spontaneous and explosive wrath causes him to

forget all else! Angry beyond control--

BURST Cap 3: -- the SWAMP THING strikes back!

Sound: SLAGG!

ST Cap 4: His single enraged blow not only separates the two

airborne adversaries, but it also smashes Hawkman's

chest medallion and renders him unconscious!

PAGE SIXTEEN

1

Caption 1: Thus, the winged wonder floats helplessly skyward--ST Cap 2: --while the mossy man-brute plummets like a misshapen missile thru the twilight! 2 Caption 3: And, even should Hawkman awaken--Unbordered Cap 4: -- he would be as powerless to halt his inexorable ascent as Swamp Thing is to prevent his equally inexorable descent. 3 <u>Unbordered</u> Cap 51 For the seriously-damaged medallion device on the Thanagarian's chest controls his anti-gravity belt---- and he is repelled by gravity's Caption 6: Unbordered Cap 7: He disappears from sight as--ST Caption 8: --below--5 -- the Swamp Thing also disappears... ST Cap 9: ST Cap 10: ... noisily... ST Cap 11: ... and with extremely violent impact! Down here, the sunlight has long since faded into dusk, ST Cap 12: end the transition into evening is underway.

Sound:

KER-SKLOOSH!

PAGE SEVENTEEN

1

ST Caption 1: Moments later, when a festering, slime-strewn figure emerges from the depths of the Willamette--

2

ST Cap 2: --to collapse wearily in the shadows along the mossy bank, gasping greedily for air--

3

ST Cap 3: -- another kind of transition is underway:

Caption 4: The transition from muck-encrusted monstrosity to misery-haunted man!

4

Ruth BRST 5: Alec--!

Ruth 6: I tried to <u>follow</u> you back there, after you became the <u>Swamp Thing</u>, but there were <u>police barricades</u> everywhere!

Ruth 7: Then I saw you fall from the freeway--

Ruth 8: --so I got down here before them!

Alec 9: Ruth! Wh-Where am I? What have I...done?

Alec 10: Can't...remember!

5

Ruth 11: You're in trouble, Alec-wanted by the police. And ...

Sabre's with them...commanding them!

Alec 12: Are you sure of that?

Ruth 13: I saw him, Alec--

6

Caption 14: "-- and he still wants to kill you! I know he does.

We've got to go invo--"

Sabre 15: -- hiding, Smith. ... they've gone into hiding!

(CONTINUED:)

PAGE SEVENTREN (--sontinued.)

Smith 16: How utperly futile.

Sabre 17: Indeed. But they have yet to <u>learn</u> that there is truly no escape from Colossus!

Sabre 18: Tomorrow they shall be taught a <u>lasting lesson</u>, Solomon!

I <u>swear</u> it. For at dawn we <u>unleash</u>--

Sabre BRST 19: -- the Fire Master! (Open letters on name)

Blurb 20: --to be continued--

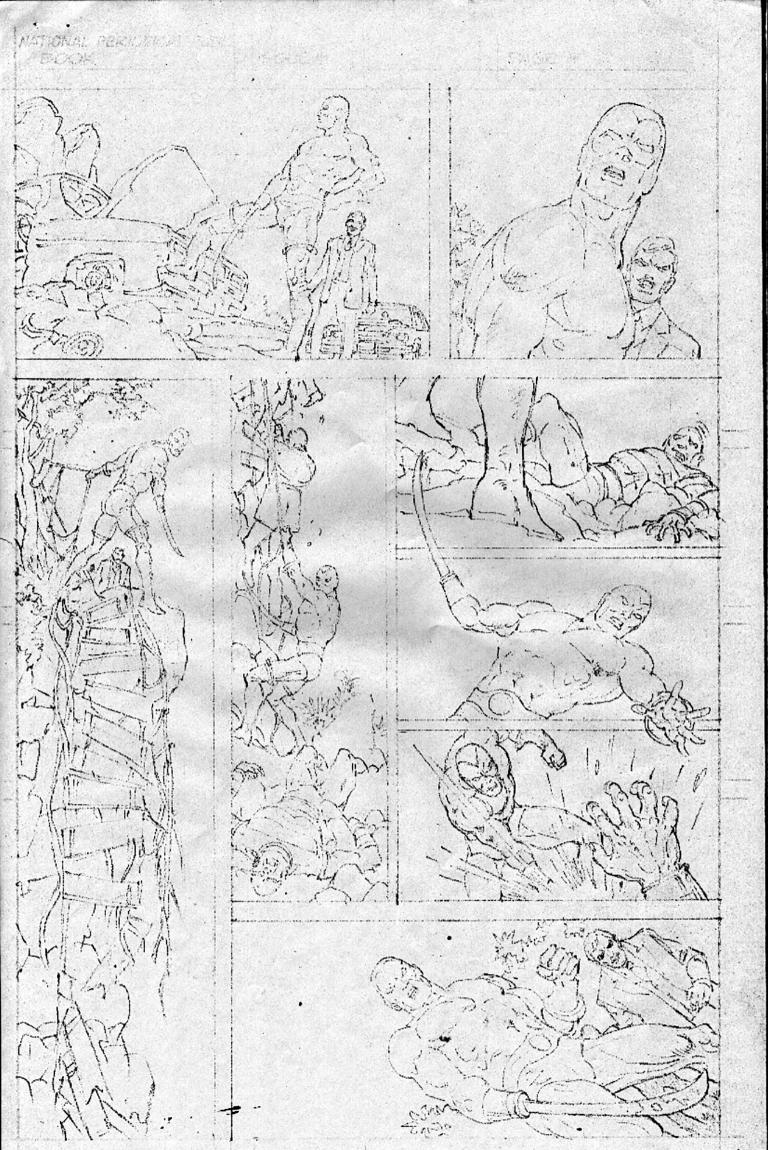
--David Anthony Kraft
22 March 1976

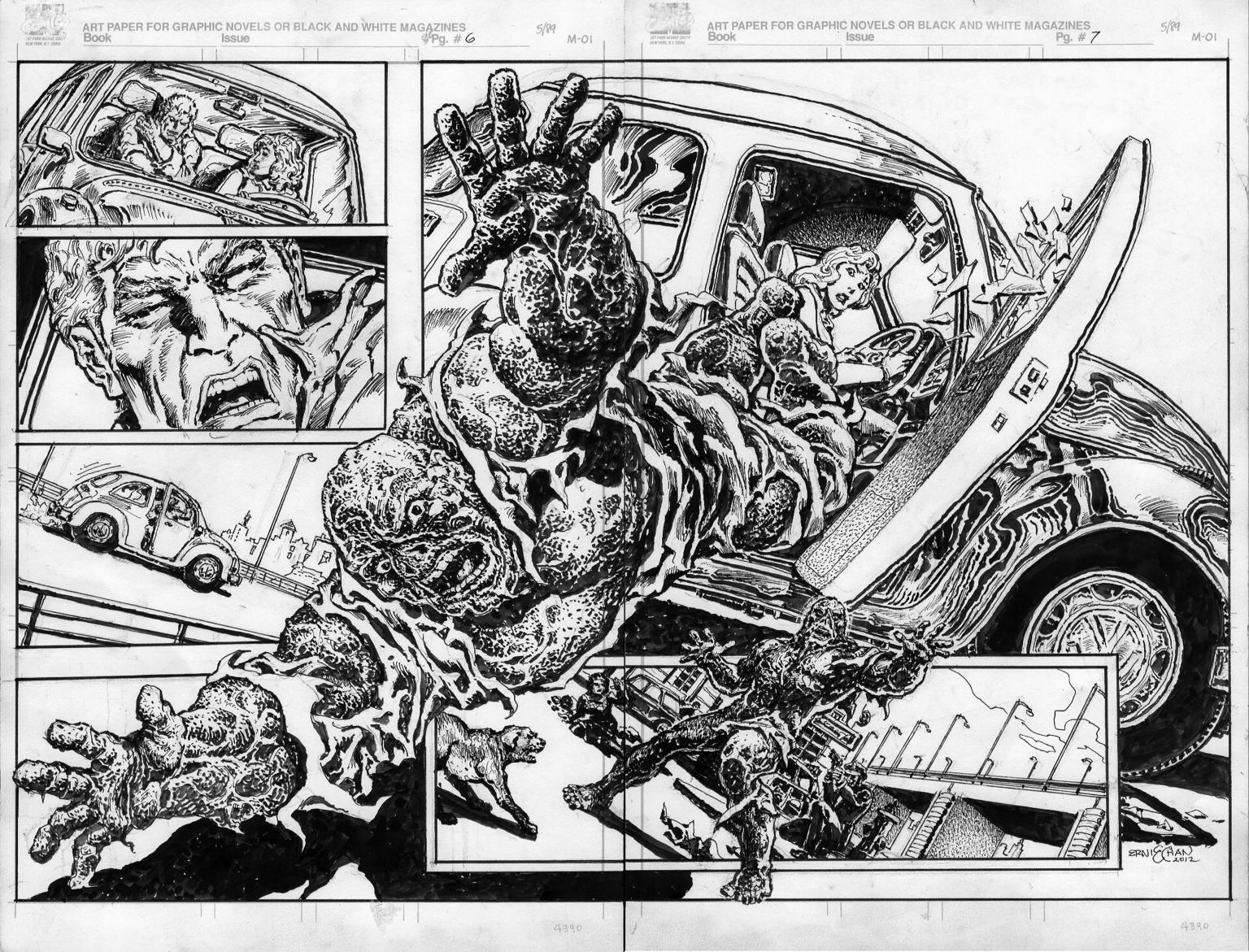
















-- SWIFTLY, GILENTLY ... SAVAGELY ."























26











