



Project: **URBAN 30**





Drifter & Elemental: Ambush

Writers:

Scott Frasier

Toni Jackson

Art:

Stanley Obende

Engels & Gehenna: Dreams

Writers:

Ben Fentem

Tamra Greer

Pencils:

Nathaniel Johnson

Color:

Bryan Magnaye

Hitman & Sonus: Butterfly Effect

Writers:

Lorenzo Johnston

Christopher Brown

Art:

Rohn Dungee

Cover Art: Courtland Ellis

Inside Cover: Christopher Brown



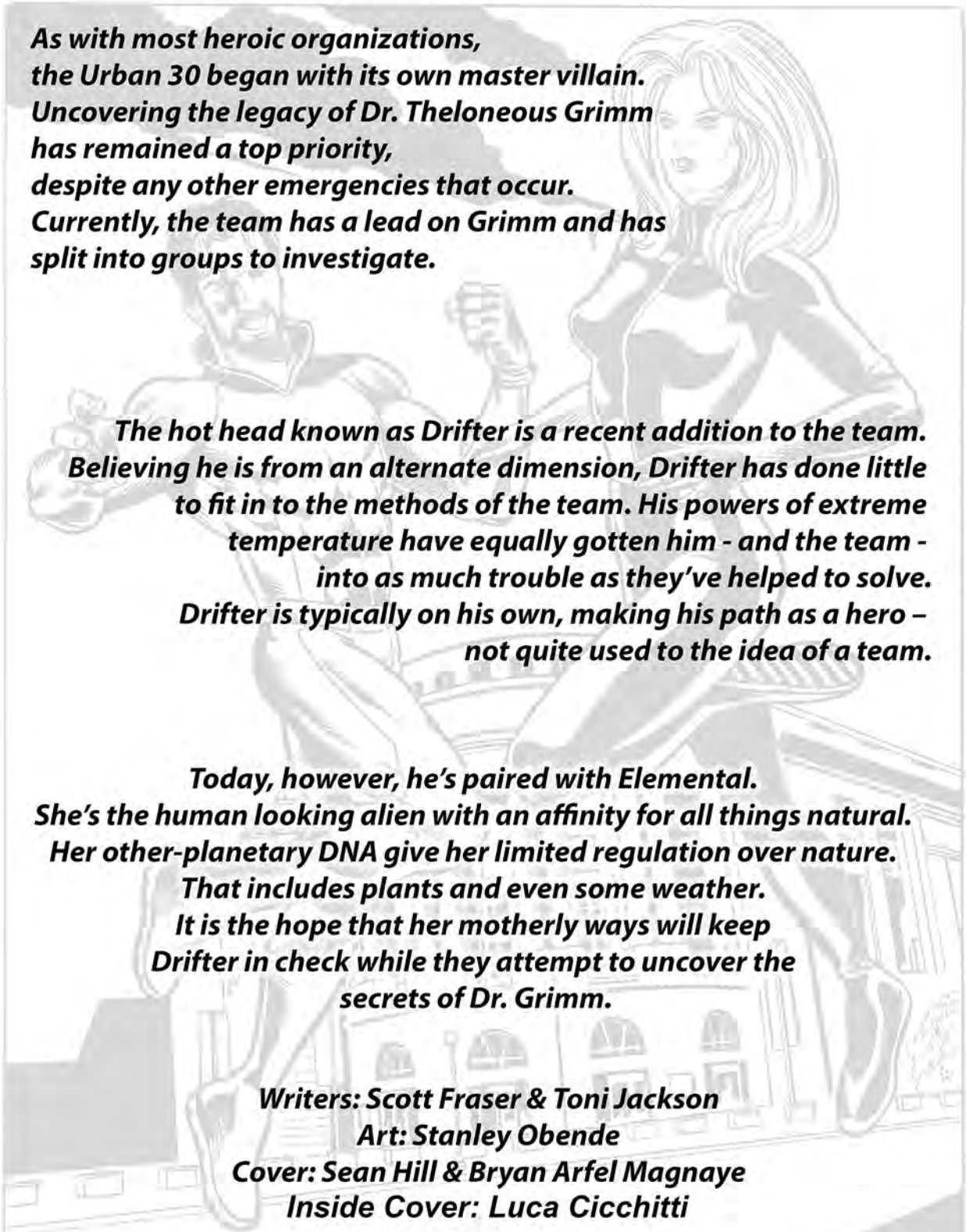
Project: **Elemental/Drifter**

URBAN 30



BRVZ

Fraser * Jackson * Obende * Hill * Magnaye



**As with most heroic organizations,
the Urban 30 began with its own master villain.
Uncovering the legacy of Dr. Theloneous Grimm
has remained a top priority,
despite any other emergencies that occur.
Currently, the team has a lead on Grimm and has
split into groups to investigate.**

**The hot head known as Drifter is a recent addition to the team.
Believing he is from an alternate dimension, Drifter has done little
to fit in to the methods of the team. His powers of extreme
temperature have equally gotten him - and the team -
into as much trouble as they've helped to solve.
Drifter is typically on his own, making his path as a hero -
not quite used to the idea of a team.**

**Today, however, he's paired with Elemental.
She's the human looking alien with an affinity for all things natural.
Her other-planetary DNA give her limited regulation over nature.
That includes plants and even some weather.
It is the hope that her motherly ways will keep
Drifter in check while they attempt to uncover the
secrets of Dr. Grimm.**

Writers: Scott Fraser & Toni Jackson

Art: Stanley Obende

Cover: Sean Hill & Bryan Arfel Magnaye

Inside Cover: Luca Cicchitti

Copyright 2014 Faded Comics Characters, Inc. All rights reserved. All characters featured in this issue are the distinctive names and likenesses thereof, and all related foundations are trademarks of Faded Comics inc. No similarity between any of the names, characters, persons and/or institutions in this magazine with those of any living or dead person or institution is intended, and any such similarity which may exist is purely coincidental. The characters and incidents mentioned in this magazine are entirely fictional.

**GRIMM
TECHNOLOGIES**



Dr. Grimm has been active lately. Dispatch sent us to check out some of the runt's old labs.

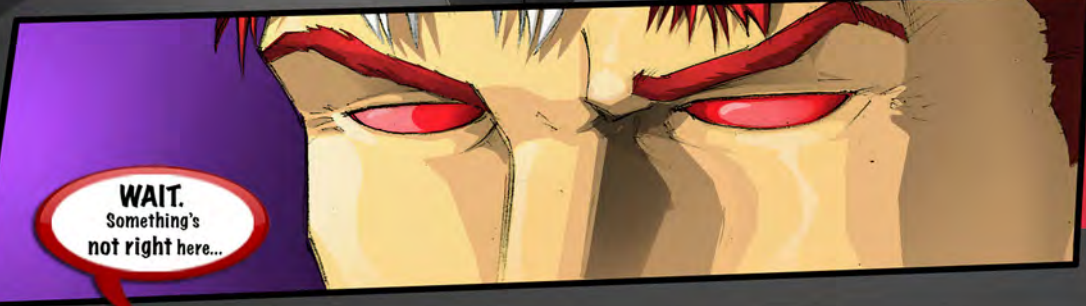


The last few labs have been a bust. No clues, and no sign of Grimm. I hope the rest of the team has better luck.

I'm not picking up any heat trails. This place is as dead as the rest of them...

It definitely seems deserted. From the looks of it, no one's been here in years.

Great. Another dead--



WAIT.
Something's not right here...





We have to call this in. I'm not in the mood to get ripped a new one by Dispatch.

(Sigh)
You want to drop in through the skylight, don't you?

Pretty much, yeah.

So maybe he's not the only one craving a good skylight entrance...

Heatstroke and I have...history. It's no big deal though.

Well...Hello, lover. Long time no see...

Please tell me you were drunk.

Long story.

WHERE'S GRIMM, JESSICA?!

YOU DON'T GET TO CALL ME THAT ANYMORE!



KTHWAKK!!

OUCH.

She's fast, I'll give her that. Grimm's experiments gave her the ability to alter body temperature with those claws of hers. If she clips me, I'm all but out of this fight...



THWIP!

THOK!!



Elemental's down, but not out. Have to end this quickly.

Stop this Jessica. What is Grimm after? Don't make me hurt you...

Hurt me? HAHAHAAH! You hear that boys? Come protect poor defenseless ME.





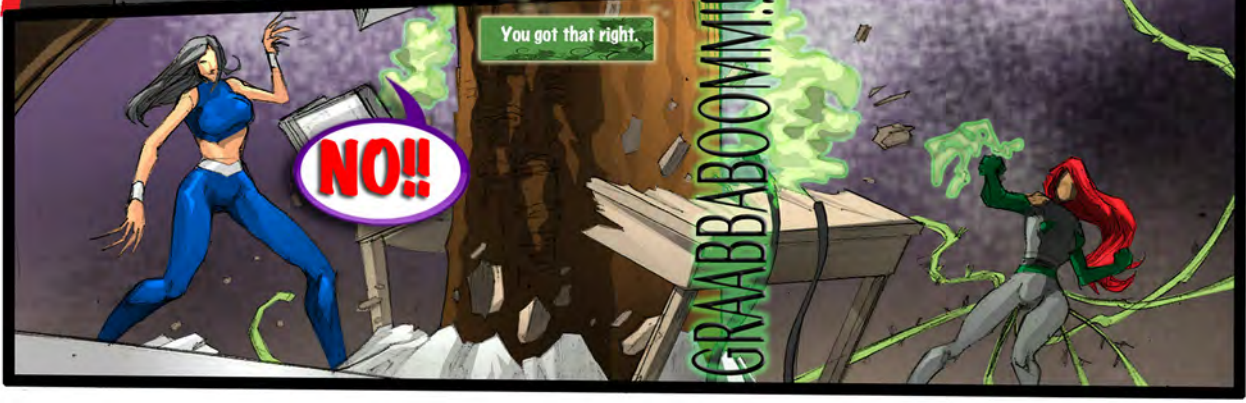
Drifter can handle this...I hope. I need to go after Heatstroke.



UGH. I thought these things smelled bad BEFORE I lit them on fire...



You're too late, HERO. I'm all finished here.



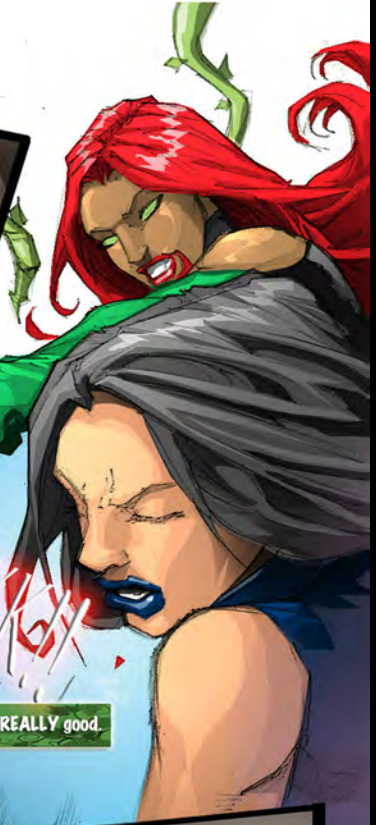
NO!!

You got that right.

GRAABBBOOM!!!



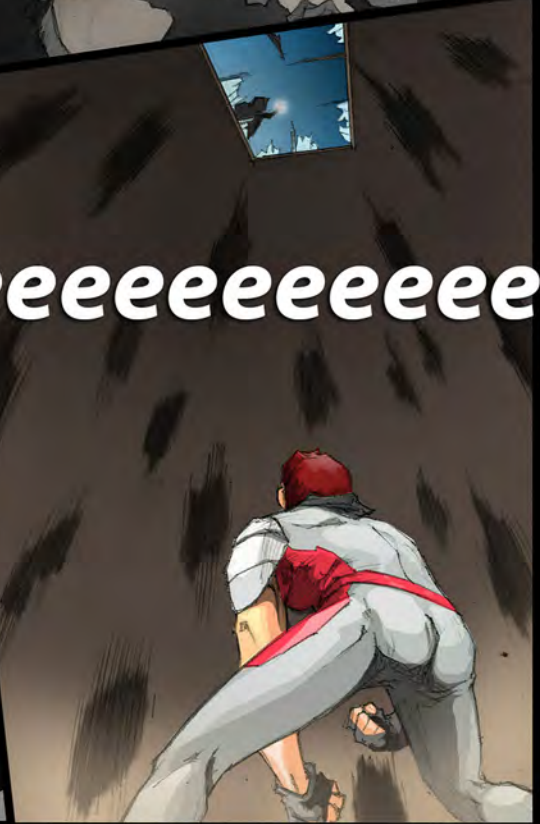
That felt REALLY good.



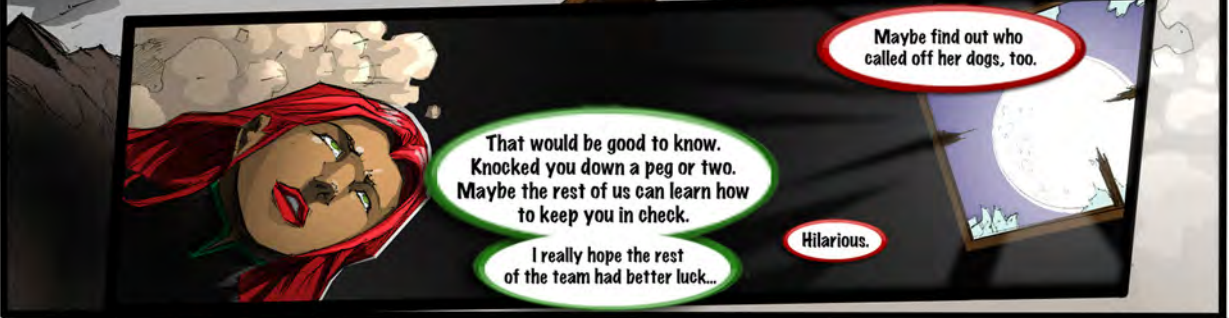
Ouch.



AAARGHHH!!
WHAT THE HELL?



skreeeeeeeeeeeeeeeeeeeeee





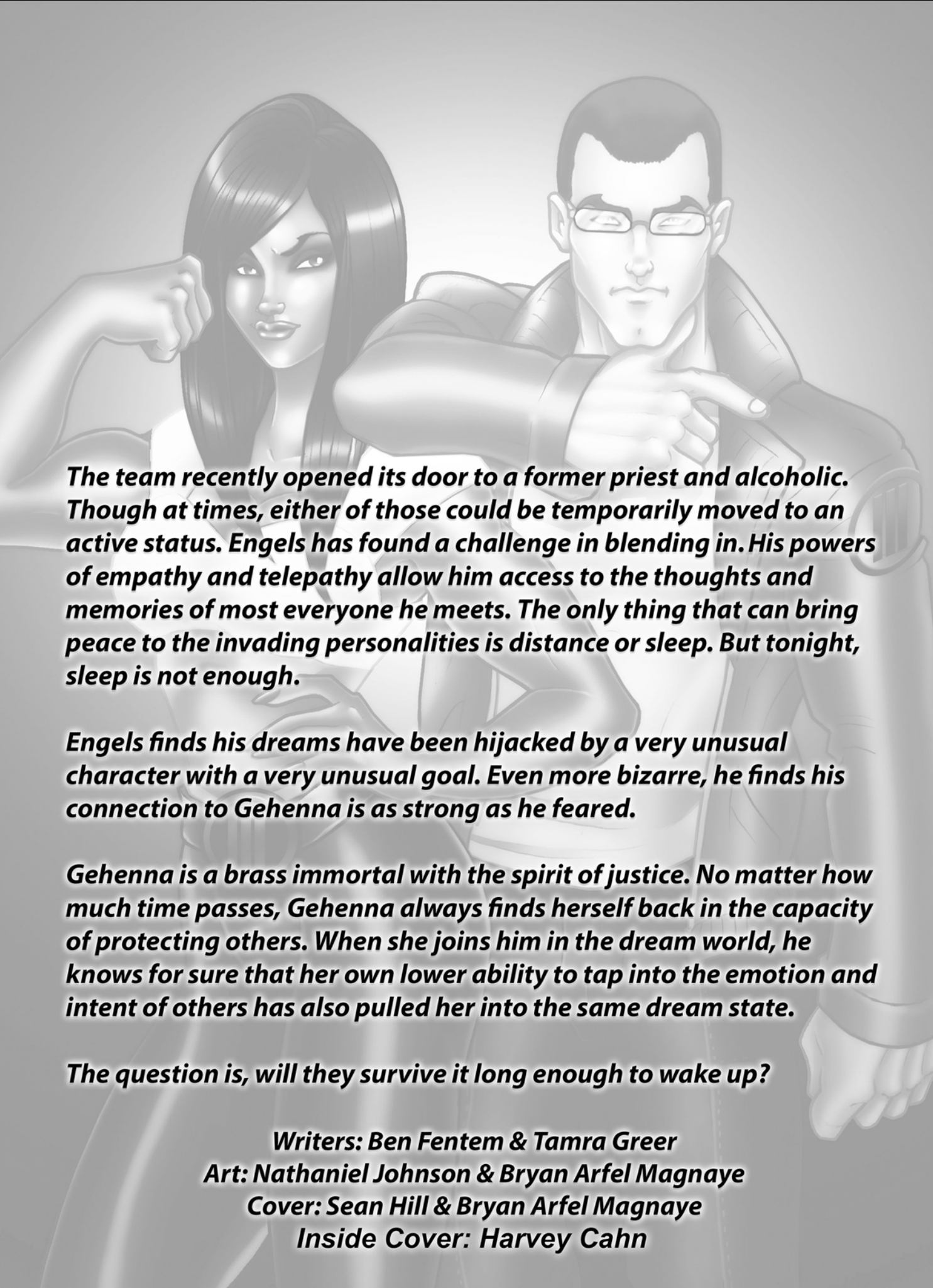
Project: **Engels/Gehenna**

URBAN 30



Fentem * Greer * Johnson * Hill * Magnaye

RAY
ERL 12



The team recently opened its door to a former priest and alcoholic. Though at times, either of those could be temporarily moved to an active status. Engels has found a challenge in blending in. His powers of empathy and telepathy allow him access to the thoughts and memories of most everyone he meets. The only thing that can bring peace to the invading personalities is distance or sleep. But tonight, sleep is not enough.

Engels finds his dreams have been hijacked by a very unusual character with a very unusual goal. Even more bizarre, he finds his connection to Gehenna is as strong as he feared.

Gehenna is a brass immortal with the spirit of justice. No matter how much time passes, Gehenna always finds herself back in the capacity of protecting others. When she joins him in the dream world, he knows for sure that her own lower ability to tap into the emotion and intent of others has also pulled her into the same dream state.

The question is, will they survive it long enough to wake up?

***Writers: Ben Fentem & Tamra Greer
Art: Nathaniel Johnson & Bryan Arfel Magnaye
Cover: Sean Hill & Bryan Arfel Magnaye
Inside Cover: Harvey Cahn***



Some days it just doesn't pay to get out of bed.



When you lead the life of a so-called super hero, sleep is one of the things you cherish most. When it's disturbed, it's never for good reason. It usually means that something is wrong.



Engels!
What did you do?

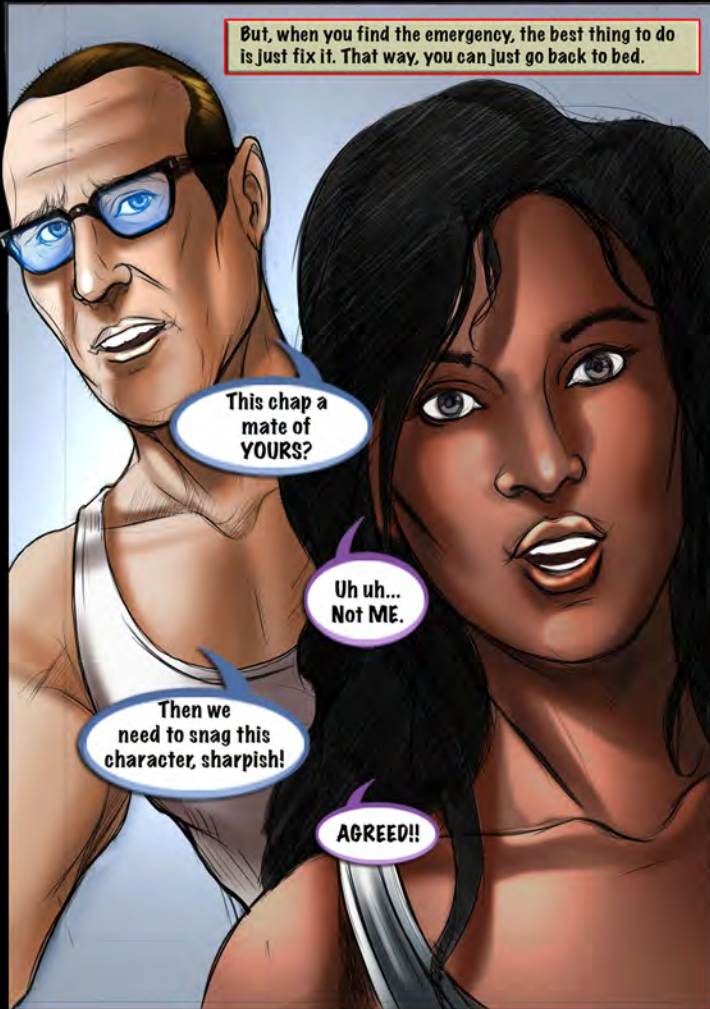
What did I do?
I found them
like this!

C'mon! We've
gotta find Dispatch,
NOW!



The both of you
are just as precious as
promised.

You will make
fine additions to
my garden.



But, when you find the emergency, the best thing to do is just fix it. That way, you can just go back to bed.

This chap a
mate of
YOURS?

Uh uh...
Not ME.

Then we
need to snag this
character, sharpish!

AGREED!!



I'm told your gifts
will make a fine addition
to my collection.

With the others, I
still feel alone. But with you,
I'll again feel life in my garden...
IF you are indeed as
special as promised.

Normally, the Animator is a man of few words.
And even fewer expressions.



What's this guy talking about?

...keeping us as pets, by the sound of it.



My garden is absolute freedom from your current existence. Your very essence will be captured and never age. Never fade. I will have you for eternity. Or, until I find a more precious sculpture.



Engels, I could really use a translator. I'm sensing this guy has some very sinister intentions.

And just how does he plan to do this?



He wants to turn us into stone garden decorations. Someone told him our unique abilities will allow our minds to remain active while our bodies are frozen.

And if we refuse?

By removing your defenses here, so that I may take your bodies in reality.

My lovely, you don't have a choice. Here, I can give life to more than just stone. I am, in a sense, a puppeteer. I am your caretaker, your master...



As mentioned before, a hero usually wants to avert or resolve the crisis quickly, in order to return to sleep. But when you start to realize that you've never really woken up, things become a bit anxious.



In dreams, strange things can happen. Stranger than when you were awake.



Engels?!?

Keep them busy for a minute, I've got an idea.



Does this idea involve you getting your hands dirty at all?



When you're having so much fun? Please, carry on.

You can't be serious?

No, I doubt any of this is... It's just a bad dream.



The problem with being trapped in a dream by a super villain is the very real concern that the damage done in the dream could be very real once awakened.



I hope these guys aren't too upset with me when they wake up.

If you can honestly say you didn't use unnecessary force, I'm sure they'll understand.



But apologies will have to come later. Friends will have to understand that lives were on the line. Right?

I definitely can't tell them THAT.

Then I'd get to practicing apologies, if I were you...



Engels, BEHIND YOU!





Who's using unnecessary force now?

I'm a minister, guilt and repentance goes with the territory.



Your resistance troubles me, heroes.



SO DOES YOUR FACE!

OOOH... That'll have hurt.



If you're lucky, you have all your wits about you in the dream. If you do, you start to figure out what's what.

I will not be denied this prize. I have been assured by my associates that you would be mine.

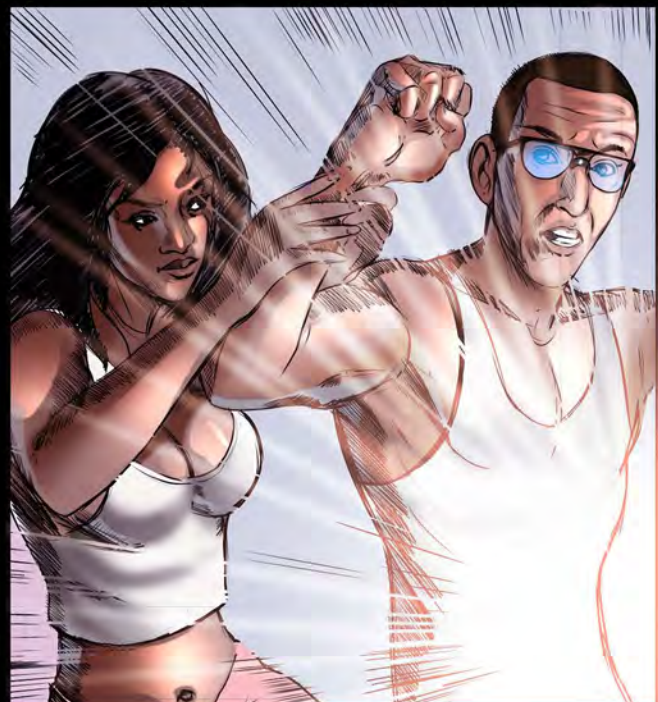
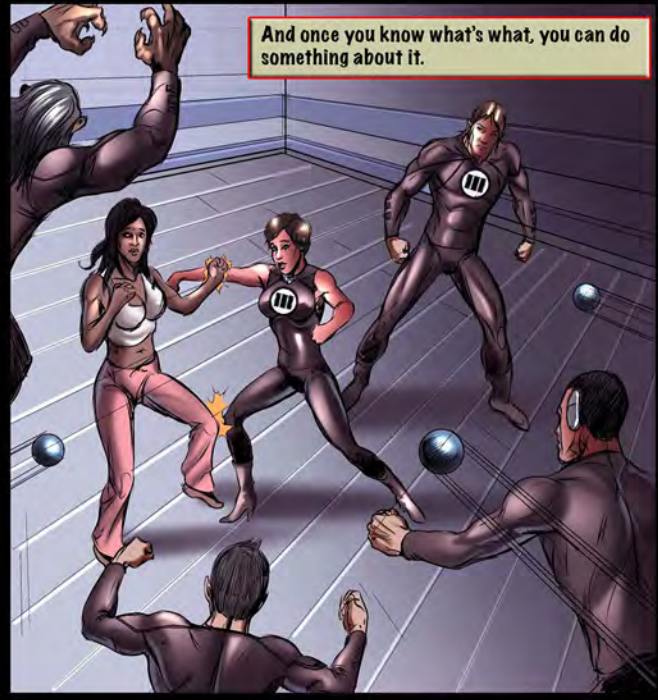


Finally, you start to reveal your plan. For a moment I thought you hadn't read the villain's handbook on monologues.

He's an agent of Grimm. I already know his plan, too.

And exactly what were you waiting on before you told me?

Tea and crumpettes?



Of course, then you wake up in the dark.



And have to feel your way back to the fuse box.



To turn the lights back on.



Sweet dreams?



Nope. What do we do about it?



I suppose we should start by telling Dispatch...



Project:

Sonus/The Hitman

URBAN 30



Johnston * Brown * Dungee * Hill * Magnaye



The job of a super hero is rarely limited to a 9-5. Crime doesn't follow a set tour of duty. This is particularly true when the criminal isn't a criminal at all. Sometimes those who aren't criminals find themselves being confronted by the very heroes sworn to protect them.

Though he embraces the responsibility of a hero, Sonus still finds time for everyday life. He's relaxed around the rules of his team and values friends and family. He and his sister have no problems getting their hands dirty, but they do have their limits.

On the other hand, their very close friend and teammate, the Hitman, has never demonstrated such limits. When the job demands more than any other hero is willing to give, they call the Hitman.

In this case, whatever troubles have affected the stray citizen. It was too bad he couldn't leave his troubles at the bottom of the river. Because now, those troubles have led him so far down, there was no coming up for air.

Writers: Lorenzo Johnston & Christopher Brown

Art: Rohn Dungee

Cover Art: Sean Hill & Bryan Arfel Magnaye



I'm trying desperately not
to hurt this guy...

3 HOURS EARLIER
EVERYBODY MAKES MISTAKES

Life is full of complications. We make choices, regardless of the apparent consequence.



What ARE you doing?

You don't **KNOCK?**

You shouldn't be doing that. Someone might find out who you really are.

So what's the problem?

Grimm.
He's got another victim.

He's still trying to make his own SPI's...

Well, whatever he's doing, it's the end of another lineage.

If he's tracing family trees it's only a matter of time before he gets to us.

Although it's true. I've already considered the risk. But what's important here is that when my sister starts to lecture, I know something is very wrong.



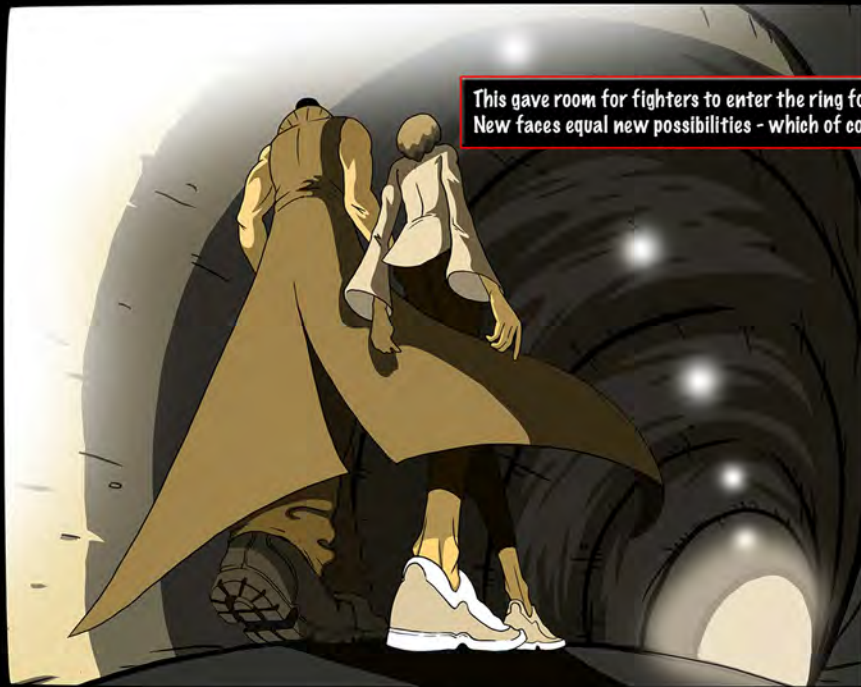
...Or someone else we know.

Grimm is a pretty nasty dude. But he covers his tracks well. He's been erasing entire family lines. All this is an effort to recreate Grimm's own invention. I don't know why he can't do it again. But we have to stop him from ending so many lives to do it.



Wonderland is a GRIMY place. Most think it's just a video game. But, if you spend enough time with the right people, you learn the game is based on a real arena.

The owners use the game to exploit a larger profit.



This gave room for fighters to enter the ring for far less money. New faces equal new possibilities - which of course equals new money.

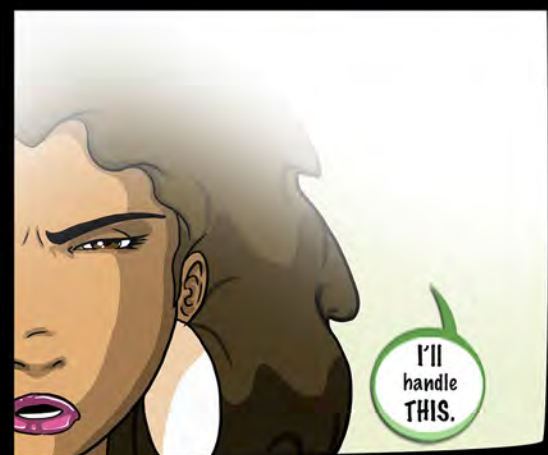


You ain't welcome here, SONUS.



We're looking for someone, maybe you've seen him?

Butterfly doesn't have to say a damn thing to YOU.



I'll handle THIS.



Butterfly finally admitted to remembering Jason. In fact, his memory became so vivid we learned that Jason came to the arena to defend himself. After a run in with Grimm, Jason was terrified. He only signed up to fight to become powered. Like I said, Grimm covers his tracks.



Instead of connecting this guy to Grimm, we find out he got some power from Butterfly. Butterfly is a nasty fella who works the tunnels of Wonderland. Considering that Grimm had already wiped out Jason's family, and working as a security guard at the National Aquarium doesn't pay much... Jason went to Wonderland to fight in the arena.



Jason realized Grimm's people had already begun wiping his family out. He'd hoped the ability he would get from Butterfly would help him. Every decision comes at a cost. The cost for gaining an unnatural ability from Butterfly is usually your life.

If Jason had any true potential of becoming a super powered individual, his meeting with Butterfly would have turned out better.

But clearly his body rejected the change. He's gone feral... **SAVAGE.**

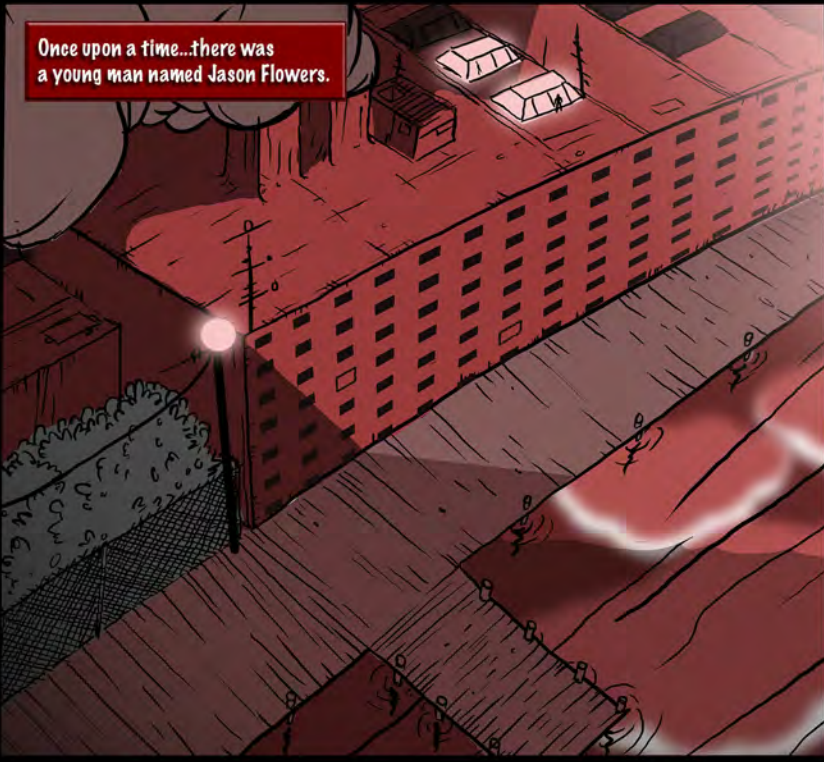
Grimm no longer needs Jason. Another family line ended. Grimm will move on to the next like the parasite he is.

Let him run, Sonus.

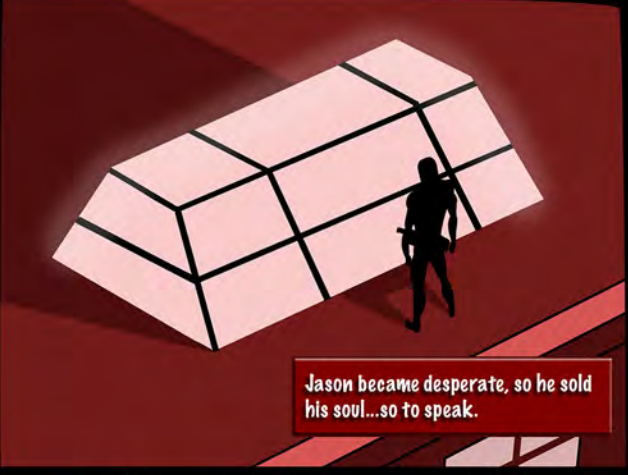
Yeah. I just called the Resolution Guy...

Are you sure?


NO PIC
UNKNOWN
Today 11:31PM
I'll take care of it.




Once upon a time...there was a young man named Jason Flowers.




Jason became desperate, so he sold his soul...so to speak.



He made a deal with the devil to be something more. Now he's paying the price.



In case you were wondering, I'm NOT Jason. I'm the guy that's going to kill him.

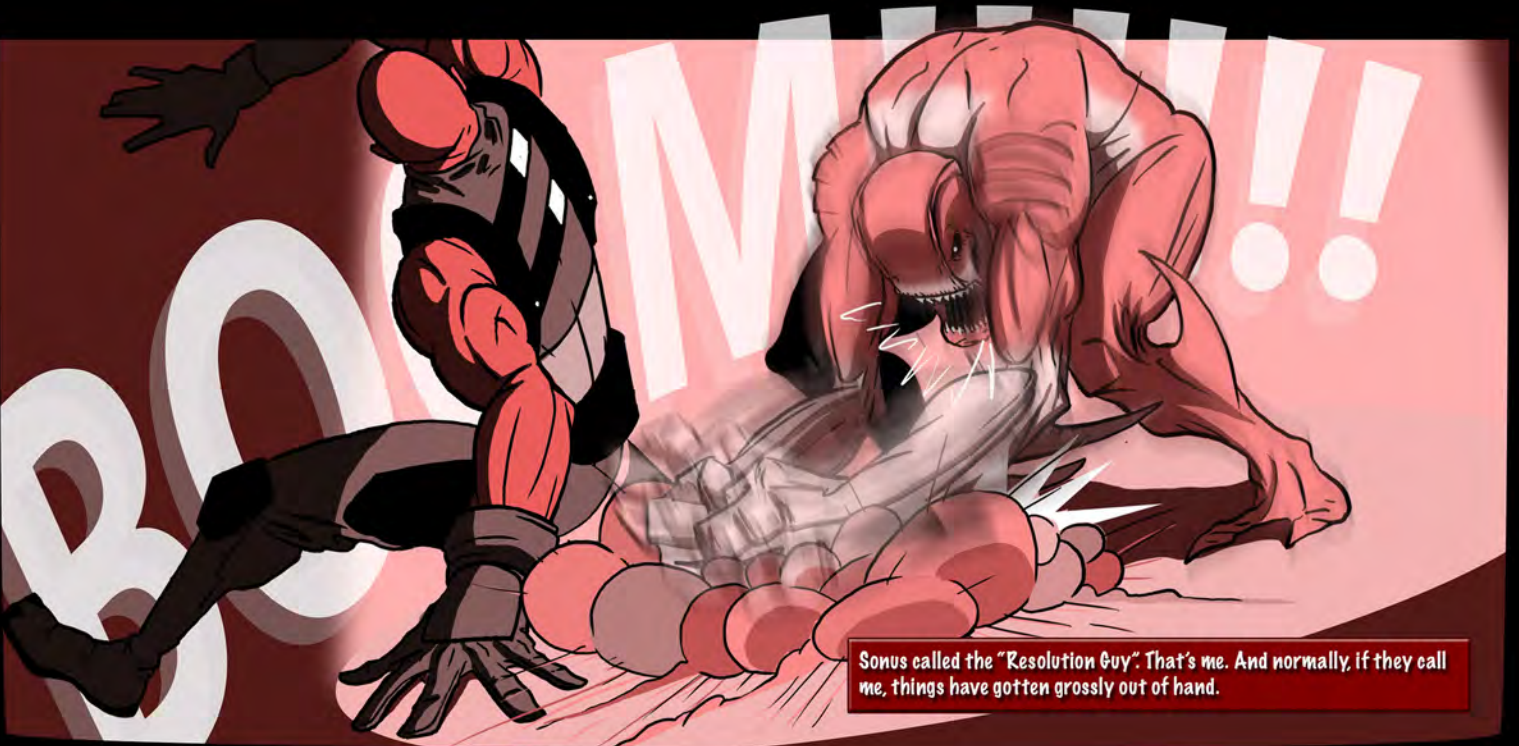
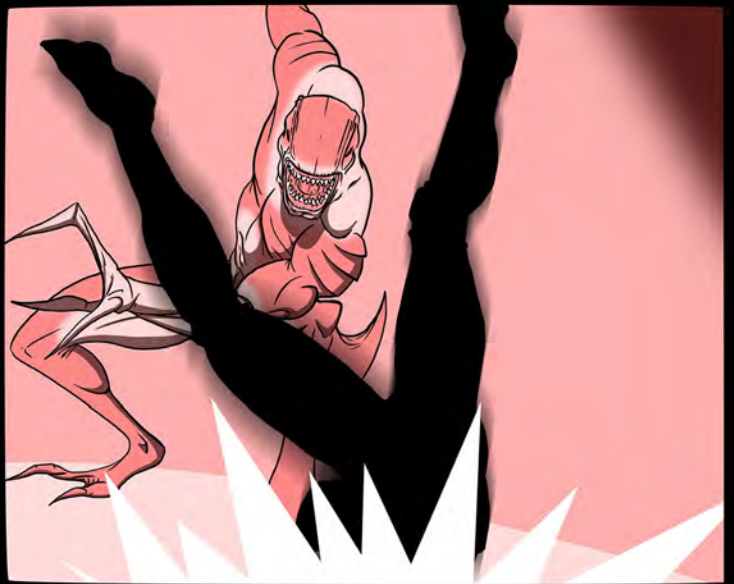


Remedying poor life choices is what I do. I'm **THE HITMAN**.

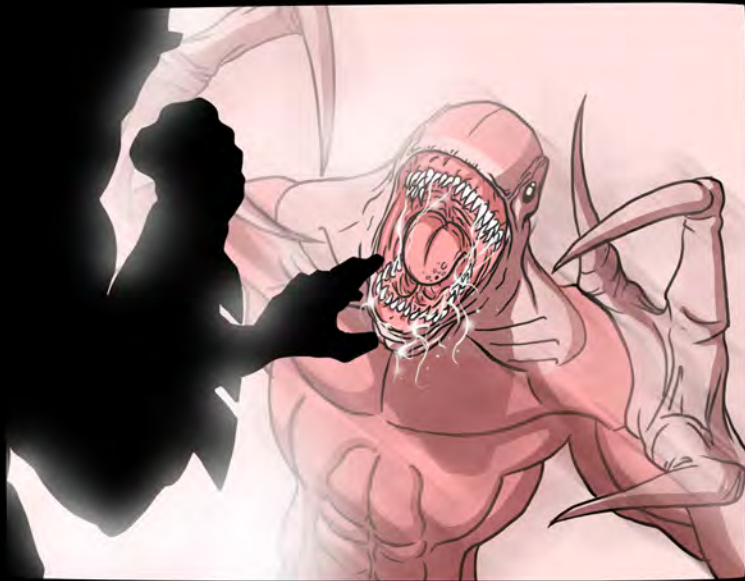


Jason sought to make a unique change in his body. The effect became deadly. Thanks to a man named Butterfly.

Why don't I just let him die? Because usually that unraveling is preceded by complete insanity. And complete insanity is usually accompanied by a murderous rage. He's a giant f*cking shark. You do the math.

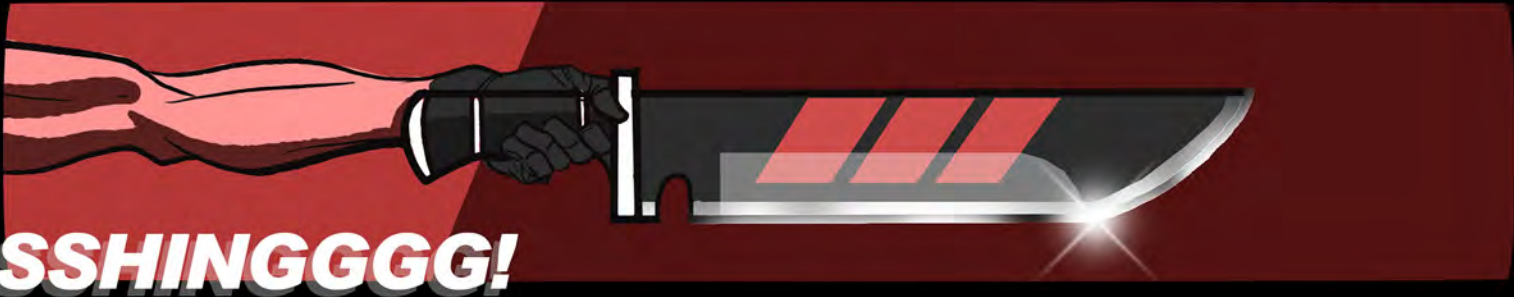


Sonus called the "Resolution Guy". That's me. And normally, if they call me, things have gotten grossly out of hand.



CRASH!!







ASST

COMICS • HIPHOP • NEWS • ART • CULTURE

ASST



ADVENT COMICS

CHECKLIST



CHAMPIONS OF HOPE
(Trade Paperback) #1



ADVENT SPOTLIGHT
(Trade Paperback) #1



DARKLIGHT & CREW #1



PANDEMONIUM:
EVIL INCARNATE (Trade Paperback) #1



TITAN #1



COSMOS #1



<http://www.adventcomics.com>

ADVENT COMICS PRODUCT AVAILABILITY and FORMATS:

BOOKSTORE:

*BAKER & TAYLOR NETWORK *BARNES & NOBLES

P.O.D. (PRINT ON DEMAND)

*Amazon.com *Tower Books
*Indyplanet.com *Comicsmonkey.com

E-BOOK:

IPOD/IPAD (US/CAN/EU Countries/AUS)
*KINDLE (US) *KINDLE (UK) *NOOK



*FREE COMIC BOOK DAY

Go to our website to
download the book for free!
36 pages previewing some
upcoming Advent Comics titles!

Nathaniel Johnson
Pencils*Inks*Color*Illustration



Natejohnson@comcast.net
www.nathanieljohnson.com
443-762-6660