

SUPERHERO

ACTION COMICS

THE SOULFORGE KNIGHT



Ashmaw came from the Far Lands before dawn.



The dragon took Princess Mirabel from the high tower.



King Aldren sent every knight who could carry steel.



A thousand oaths thundered over the road.



Their armor shook the valley.



Ashmaw heard them miles away.



The rescue charge never reached the dragon's tower.



Ashmaw breathed fire into the road itself.



Stone ran like wax.



Iron ran faster.



The knights sank with their oaths unbroken.



The moat remembered them.



King Aldren stopped ruling and started waiting for sorrow.



Courts emptied.
Gates broke.
Crops burned.



Wizard Orvan could not bear the kingdom's slow collapse.



Fear followed him
all the way to
the Far Lands.



At the moat, he lifted
his staff anyway.



Orvan called to
the metal.



He called to the dead
who had not failed.



Armor rose.
Spirits answered.



The army became
one knight.



Ashmaw saw a rival
on its land.



The Soulforge
Knight struck first.



One blow bent
the dragon's jaw.



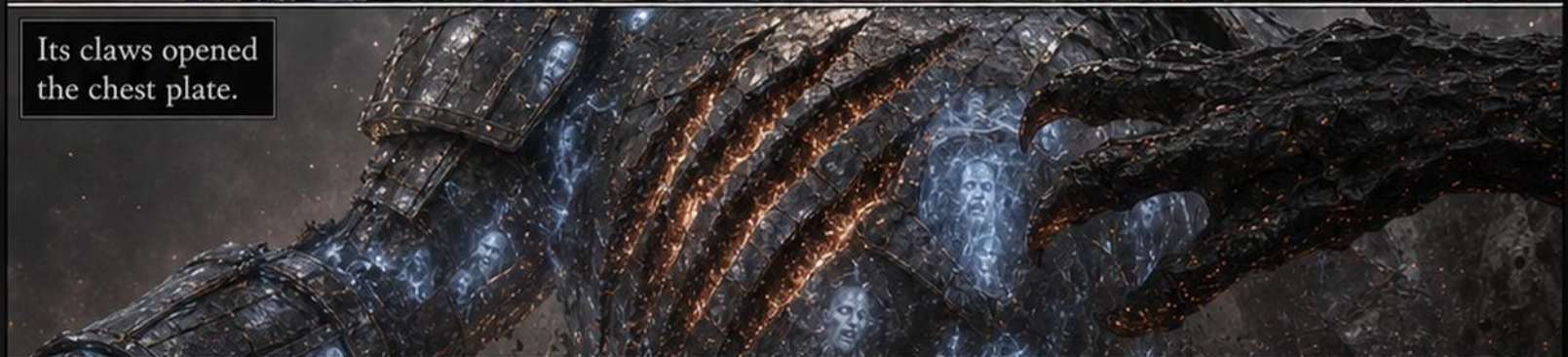
Another drove
Ashmaw into
the ridge.



Then the dragon
found the heart
of the armor.



Its claws opened
the chest plate.



The souls began
to spill.



The giant
called for
guidance.



Orvan could
barely think
through panic.



He breathed
once, and
the answer
came.



Say *Asterion*,
and release
every soul as
one beam.



Ashmaw heard
the spell and
smiled.



*Let me weld
you shut*, it
offered. Leave
me alone, and
live.



The knights
were already
dead.



Their oath was
still alive.



Asterion.



The soul beam
emptied the armor
and ended Ashmaw.



Orvan found
Princess Mirabel
in the silent tower.



With his daughter
home, King Aldren
rebuilt what grief
had broken.

