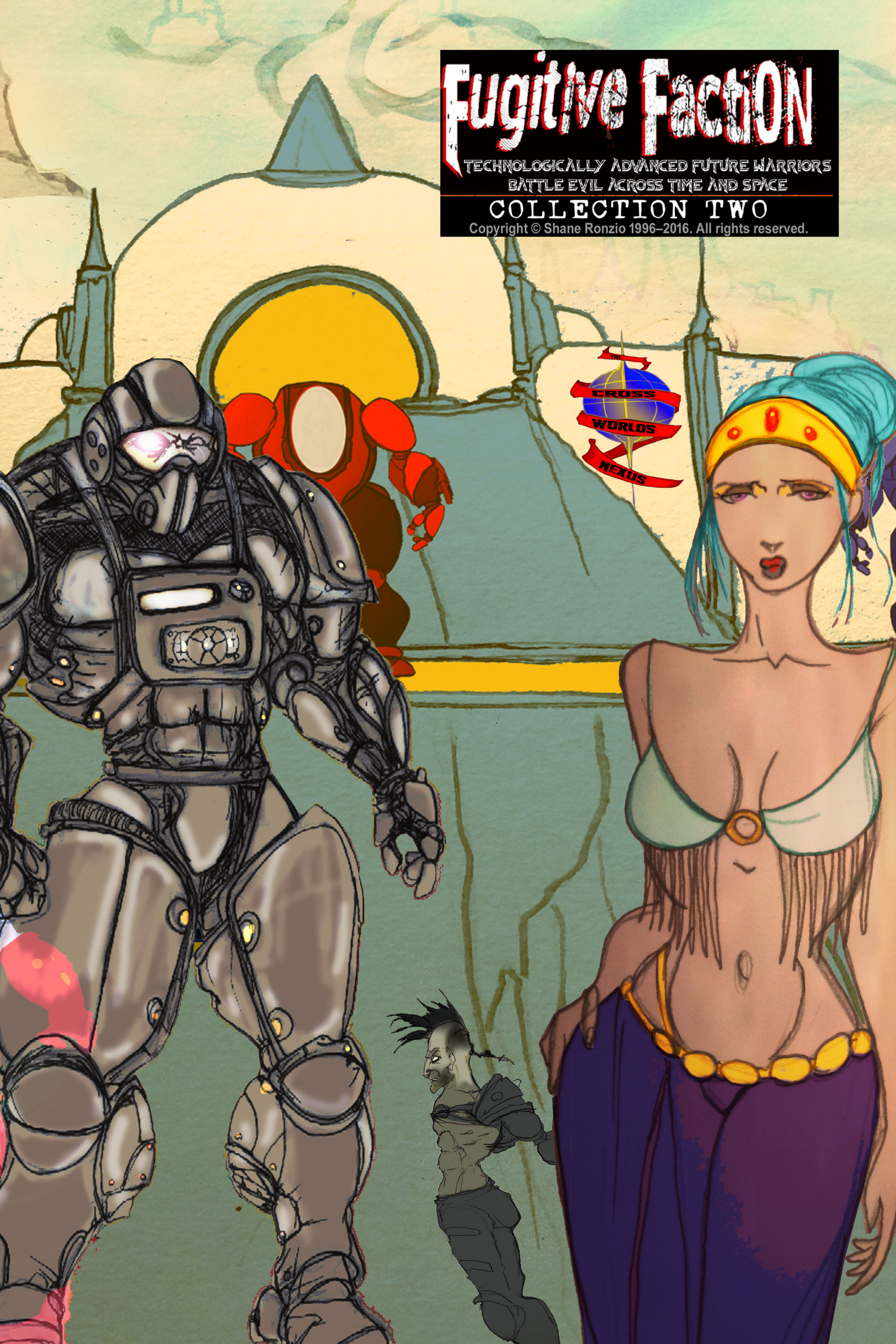


# Fugitive Faction

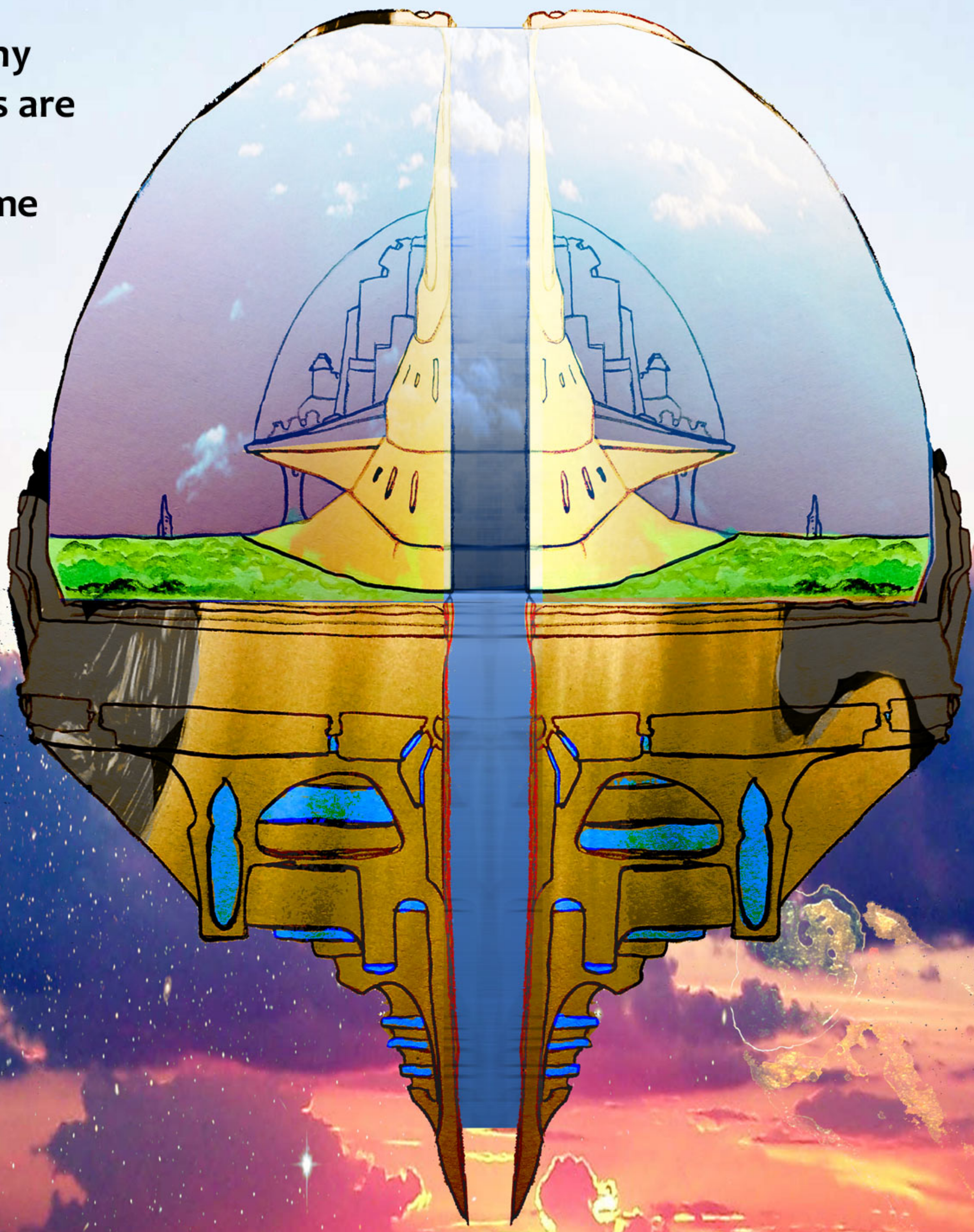
TECHNOLOGICALLY ADVANCED FUTURE WARRIORS  
BATTLE EVIL ACROSS TIME AND SPACE

## COLLECTION TWO

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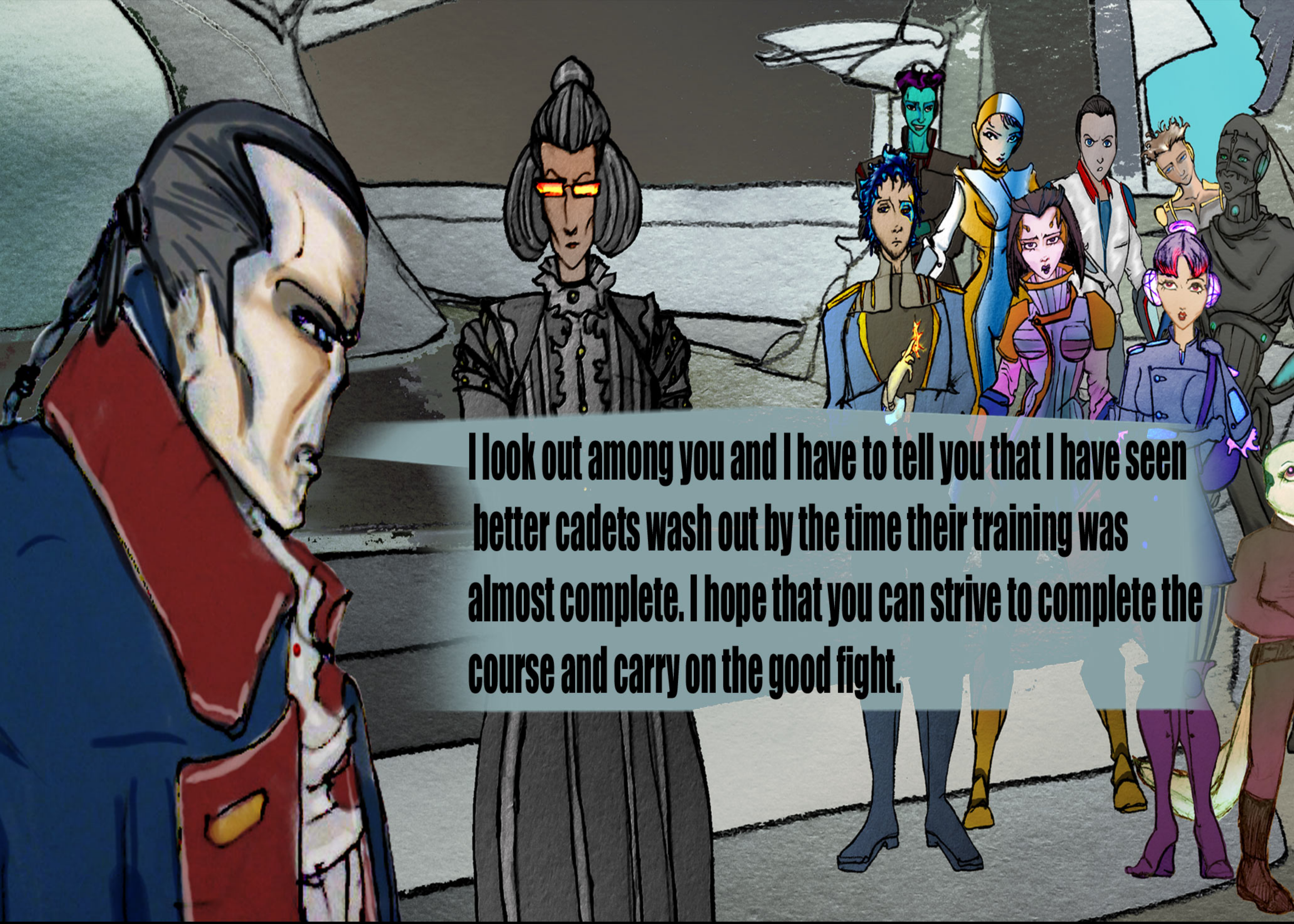
At the Institute, many future Travel Agents are trained to be the protectors of the time lines and safe passages of space. These Young Lions make up the roster of the Rookie Faction.



Today, We have the leader of the Travel Agency, the man you will hope to call Boss one day... Danger Son.

Oh, Man! Danger Son is Here!?







**I look out among you and I have to tell you that I have seen better cadets wash out by the time their training was almost complete. I hope that you can strive to complete the course and carry on the good fight.**

**We need you now more than ever. Learn your lessons, they will guide you through future struggles.**





**Omni Atomic,  
I knew your  
guardian well,  
we fought together  
in the Battle of  
Wendigo Hill, he  
was a Good Man.**



**If you strive to even  
be half the man he  
was, you will do fine.**

**For the rest of you, I can leave you with  
this valuable piece of insight...**

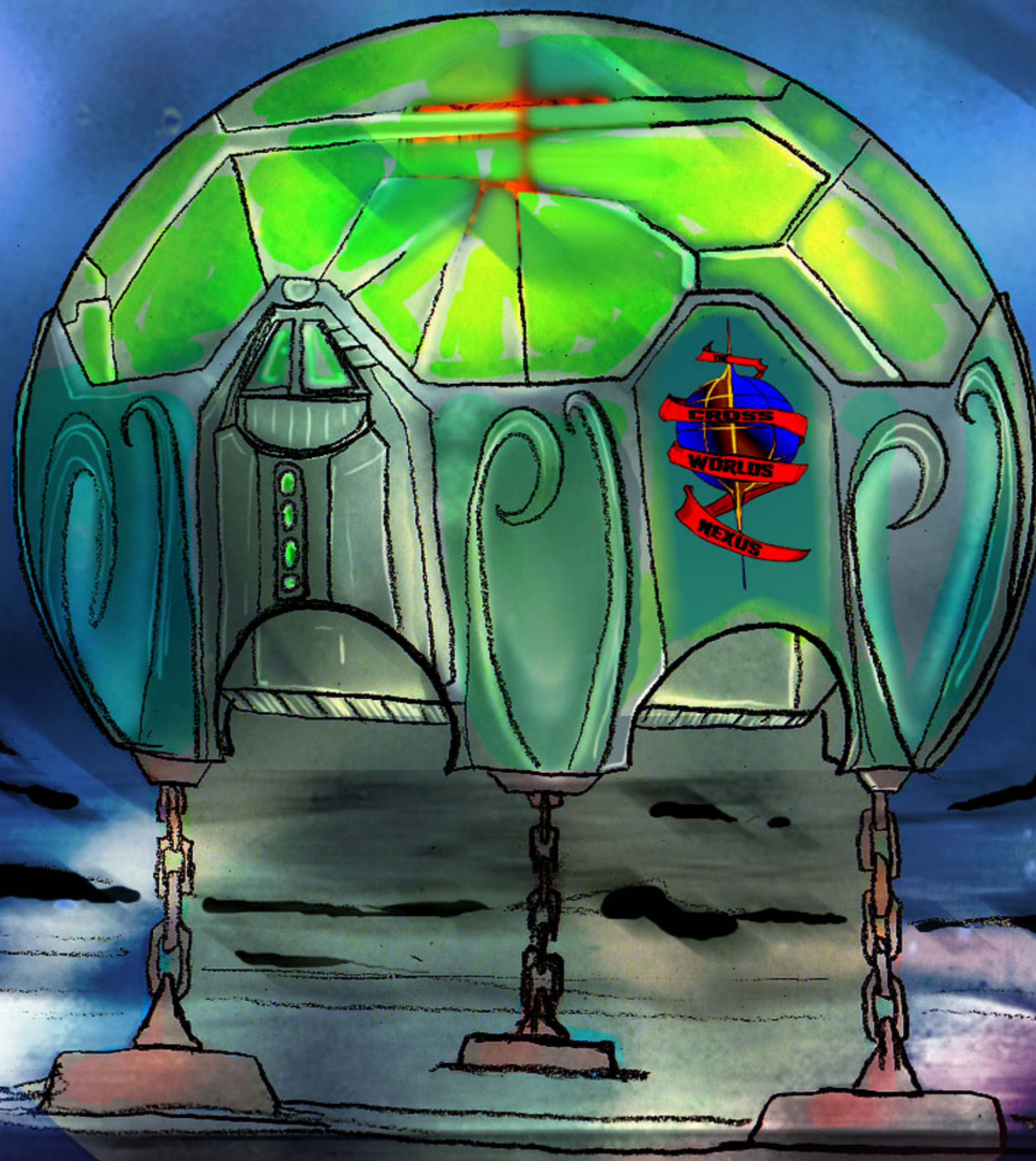


**Speak softly, and carry a big Gun.**



## Zartacla -

A deep sea, underwater prison facility, guarded by the crushing weight of an ocean. Home to many devious adversaries of freedom and liberty.

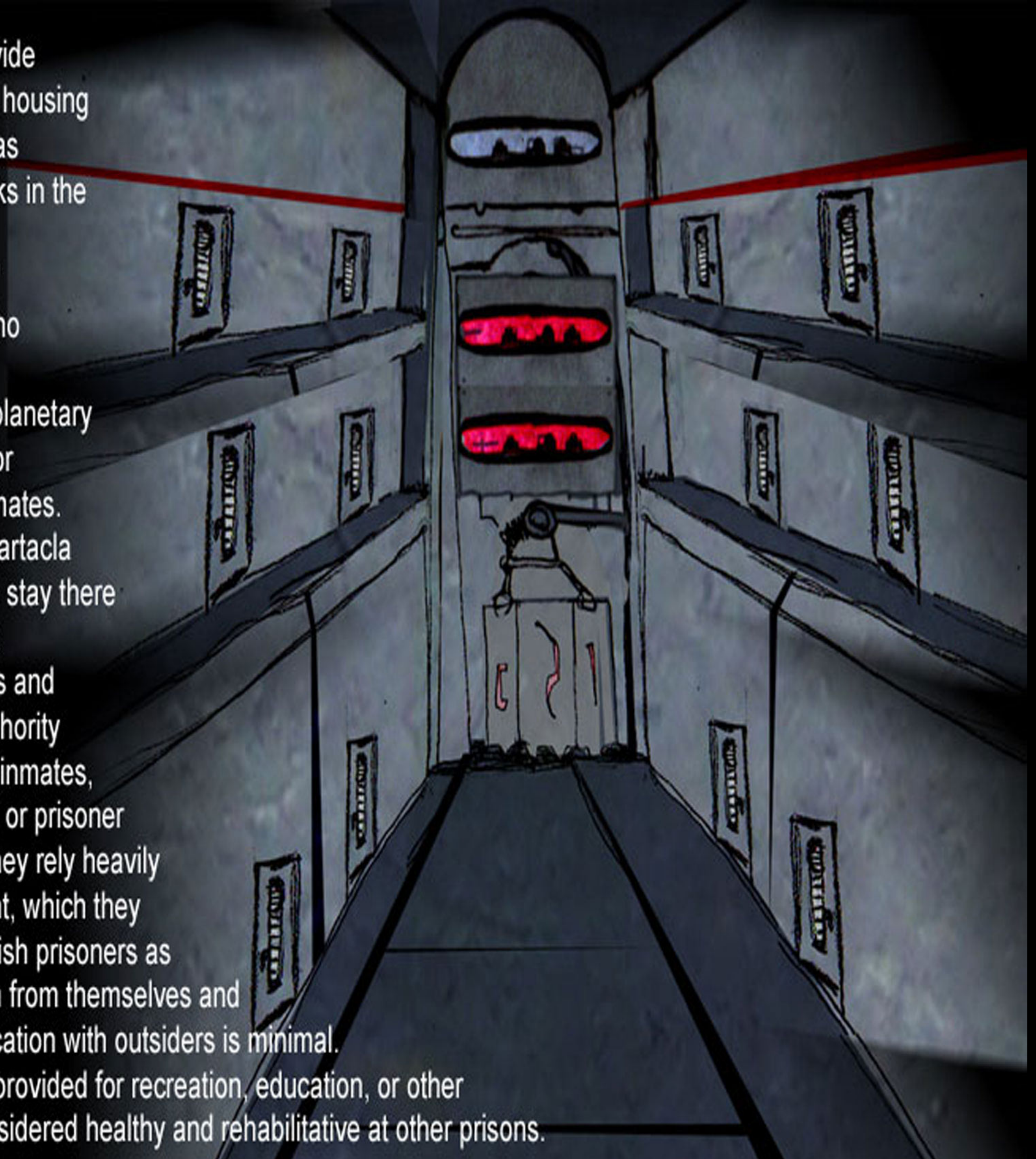


The objective is to provide long term, segregated housing for inmates classified as the highest security risks in the prison system — the "worst of the worst" criminals, and those who pose a threat to cross dimensional and interplanetary security. Designated for violent or disruptive inmates.

Once transferred to Zartacla prison, people tend to stay there for years or indefinitely.

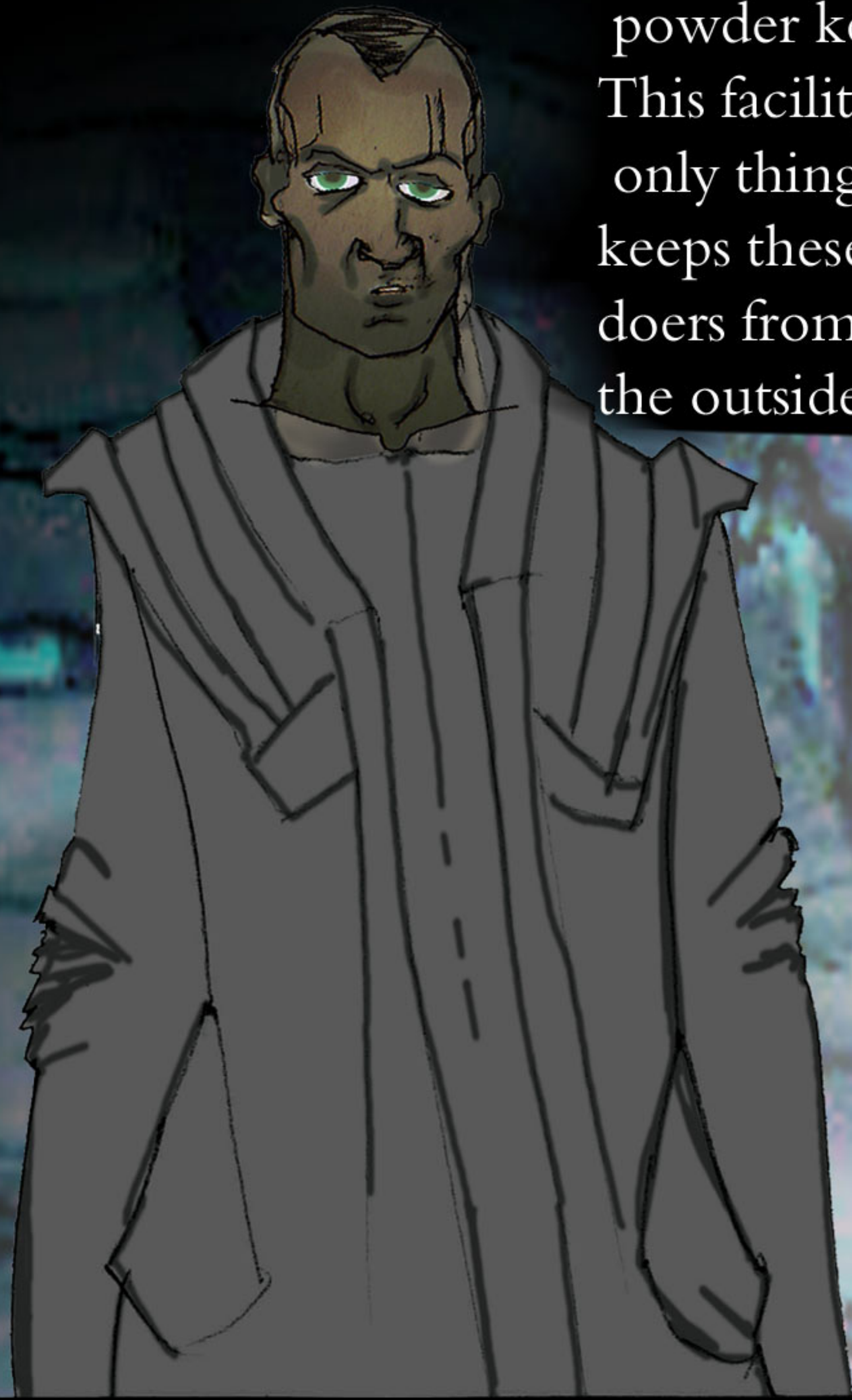
Powerful administrators and guards have ample authority to punish and manage inmates, without outside review or prisoner grievance systems. They rely heavily on solitary confinement, which they use to isolate and punish prisoners as well as to protect them from themselves and each other. Communication with outsiders is minimal.

Few opportunities are provided for recreation, education, or other activities generally considered healthy and rehabilitative at other prisons.

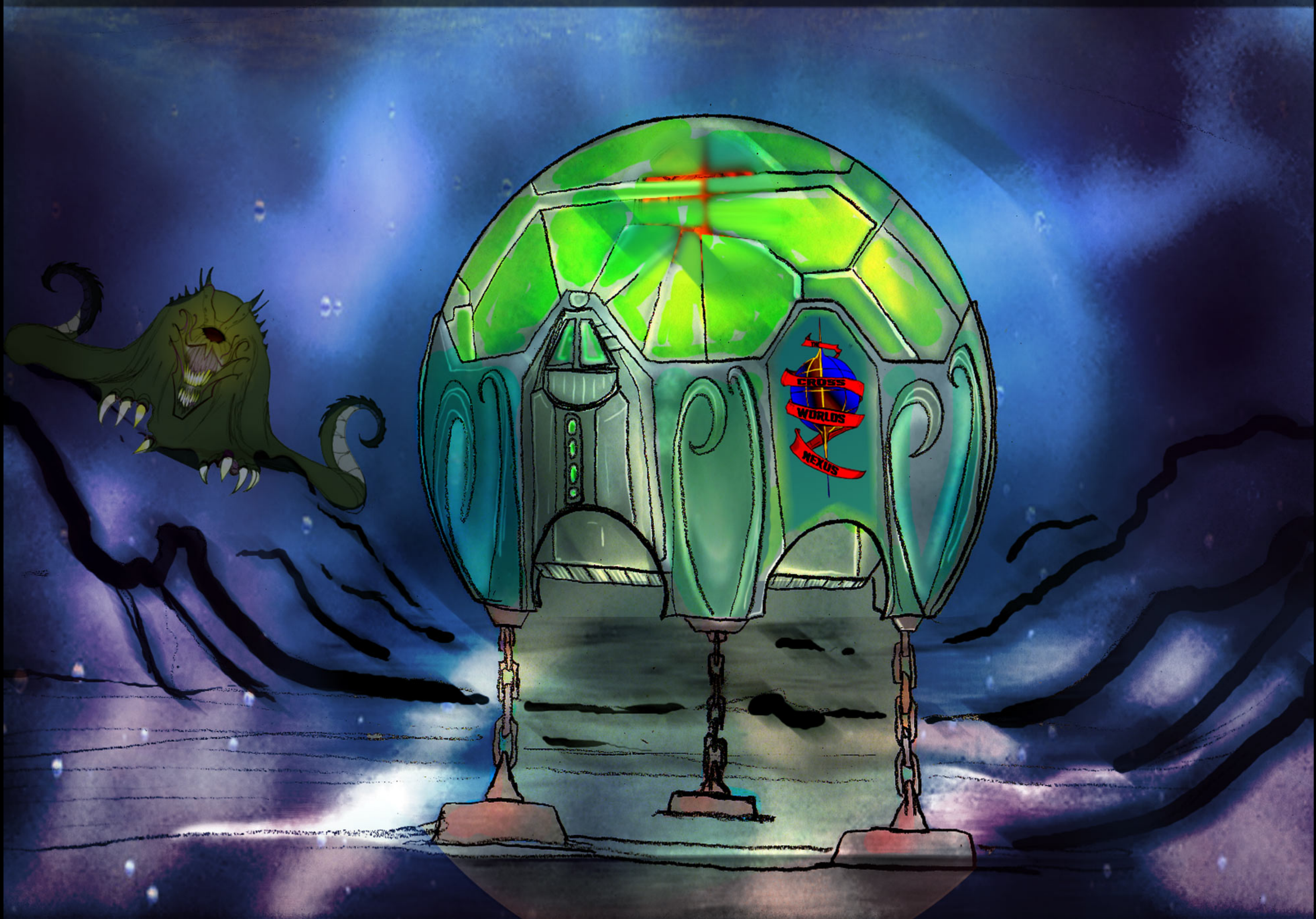


*Say what you will, Lero, Old Man, this gig under the ocean is one easy job.  
The hard work is done, these criminals are all locked up. Just nice and easy paychecks.*

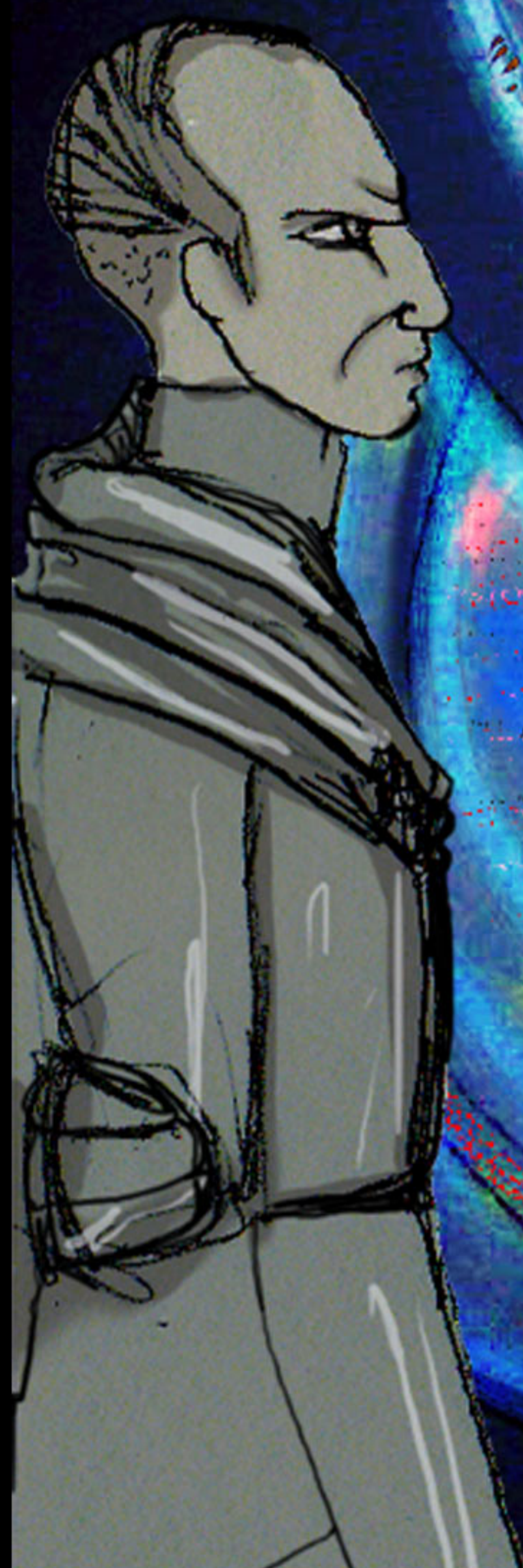
We are sitting on a giant powder keg of chaos. This facility is the only thing that keeps these evil doers from spoiling the outside world.



As I was saying, it appears some strange Sea Beast has taken interest with our facility.



Bolan, as usual,  
you ignorance  
astounds me.



Yeah, what  
ever...  
Nothing  
can get  
to us  
down here.  
Even if  
any could  
escape,  
They would  
be smashed  
by the  
gravity  
of the  
Ocean!



**Bolan, never become too  
complacent, The illusion  
safety is just a facade,  
there are forces contained  
in this place that you can  
not possibly imagine...  
and there are strange  
powers out beyond these  
walls that want these  
criminals to be free.**

**Bolan, if this is the same type of creature that  
Danger Son dealt with on a recent mission,  
than we may be in for a seriously bad day.**







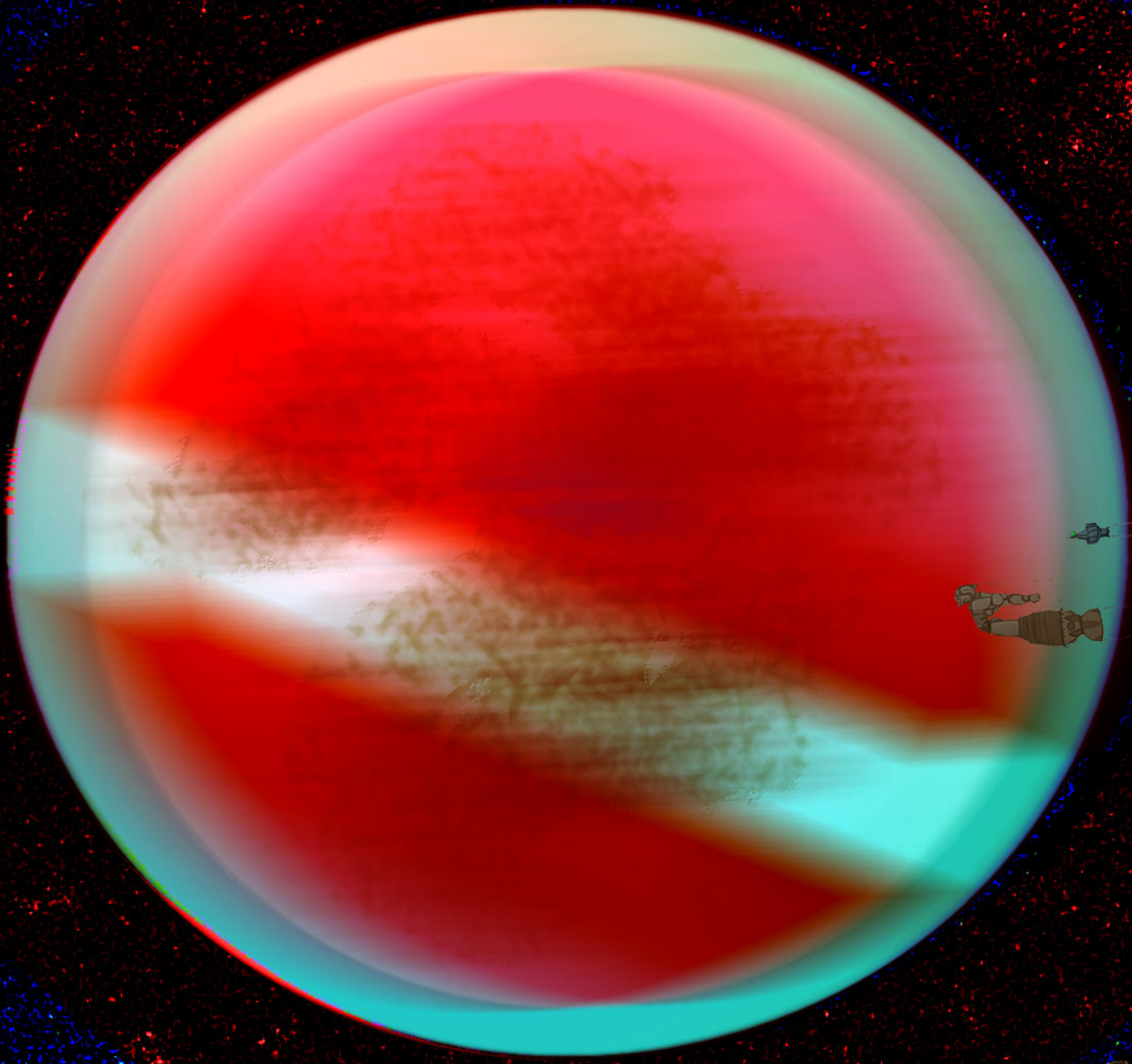
**As if conjured by a mysterious vibration, the beast appears...  
It is willed to attack the facility because held deep with in the walls.  
..exists the remains of an Evil Warlock. Who even with the special  
device that nullifies his majick, the very presence of the remains  
are like a beacon to the bizarre.**



# THE FAR ZONE SYSTEM

The Nexus Danger Suit Field Test # 002.00

-ART  
-STORY  
-PRODUCTION  
-CONCEPT  
-Shane Ronzio  
© Shane Ronzio 2015  
[www.shaneronzio.com](http://www.shaneronzio.com)



WHAT IS MY MISSION?

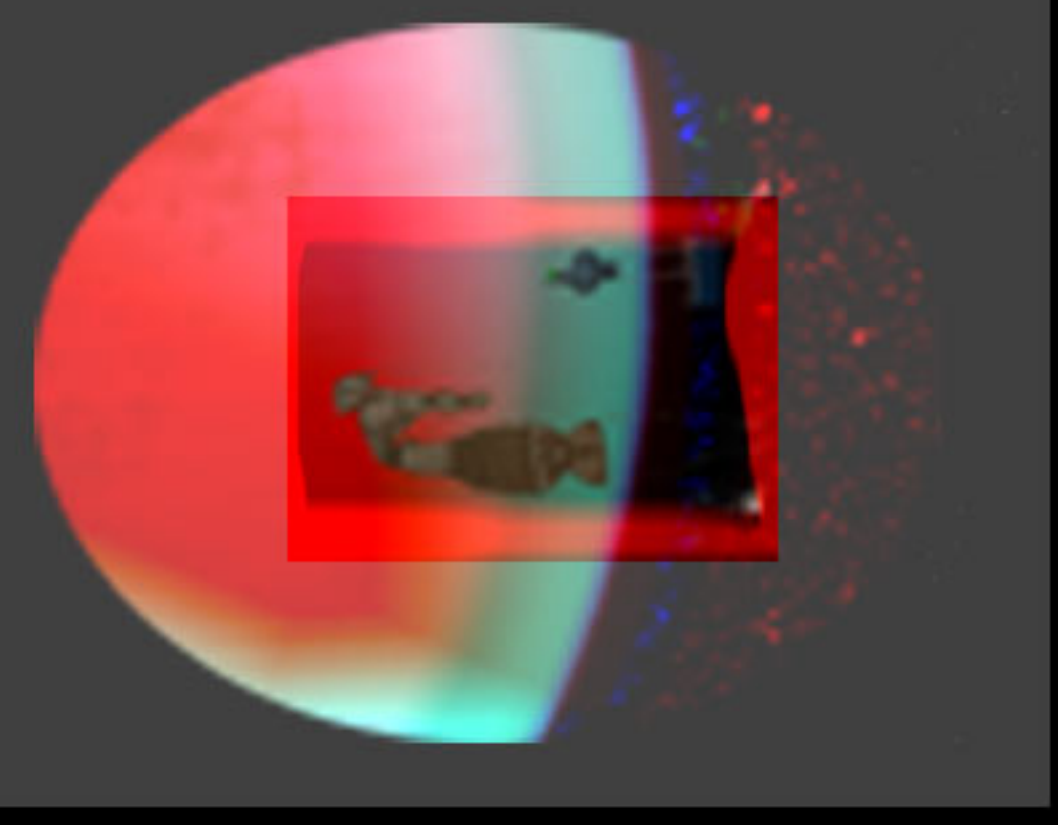




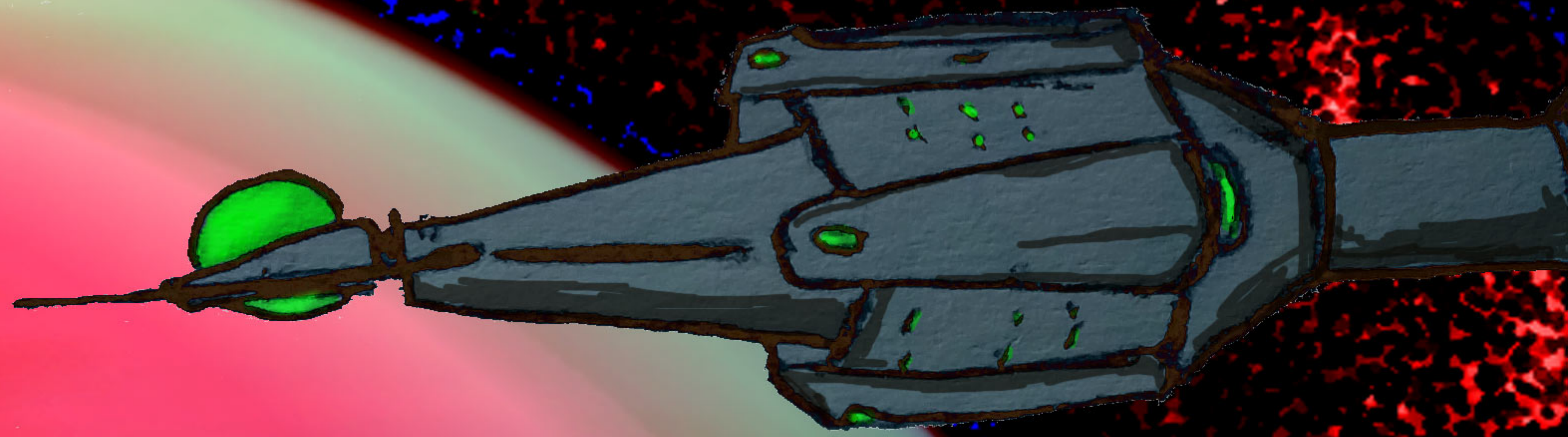
We have to shut down some serious, bad guys, Sir.



Allow me to explain.



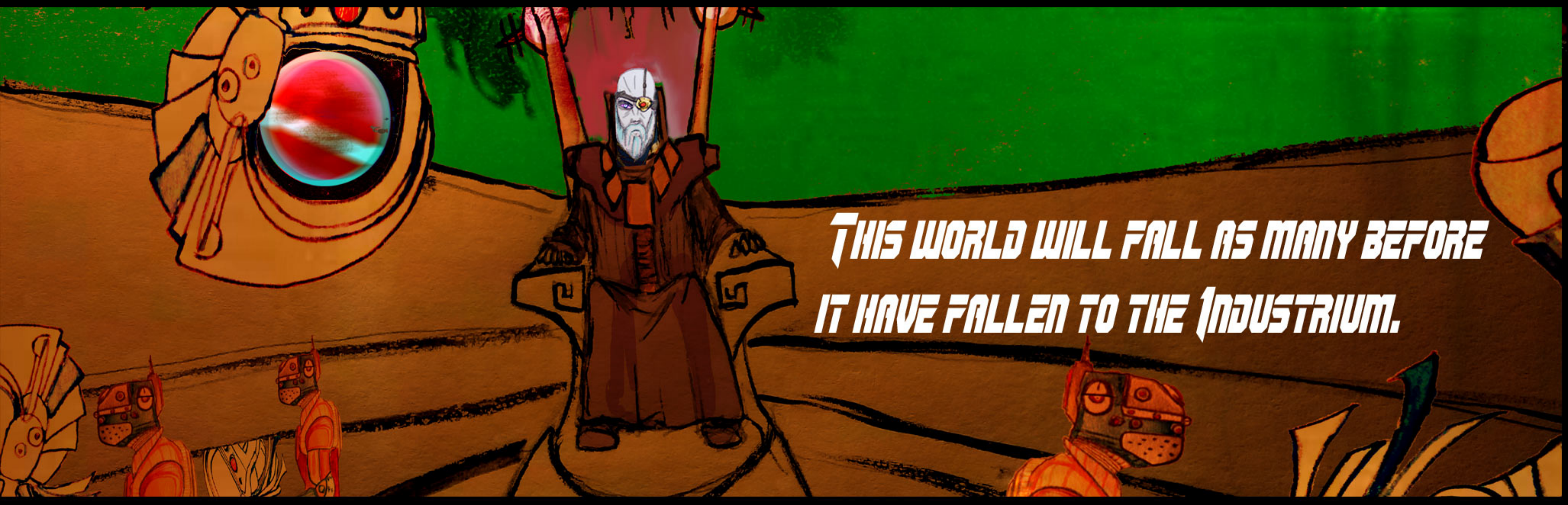
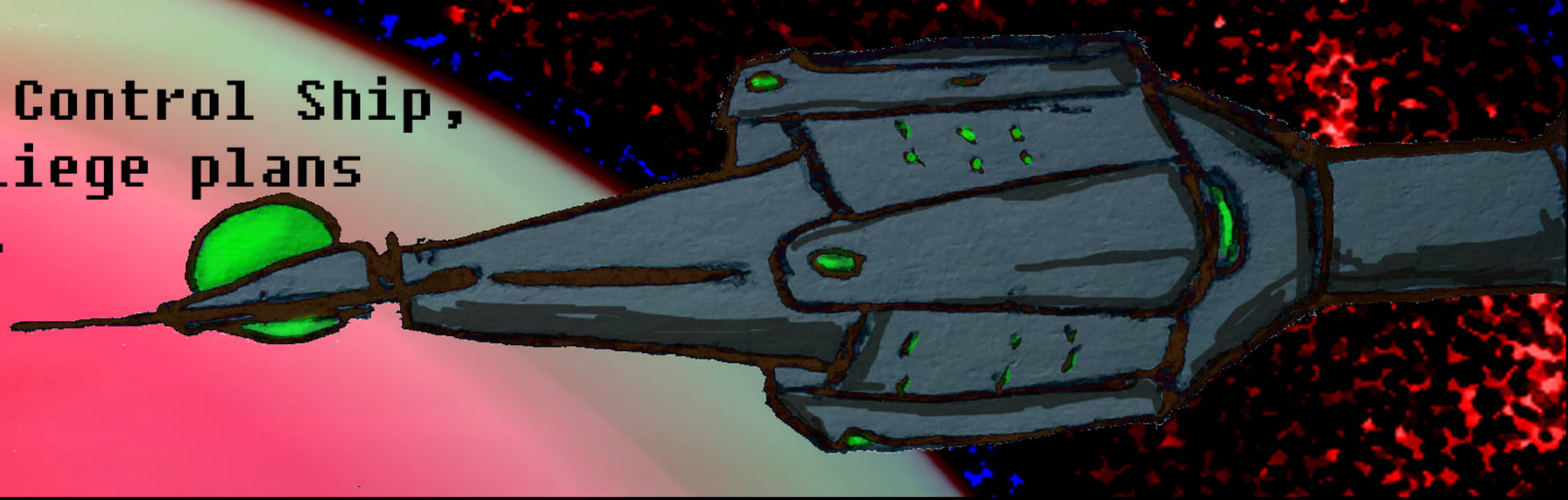
On the planetoid x-791-B, the southern hemisphere has a unique band of stable environment that is mostly inhabited by peaceful life forms. However, the Industrium has other plans...they want to land a Monolith on it and enslave all to serve the "glory" of the industrium.



We are going to activate the super charger protocol to fire a projectile into the monolith's head.



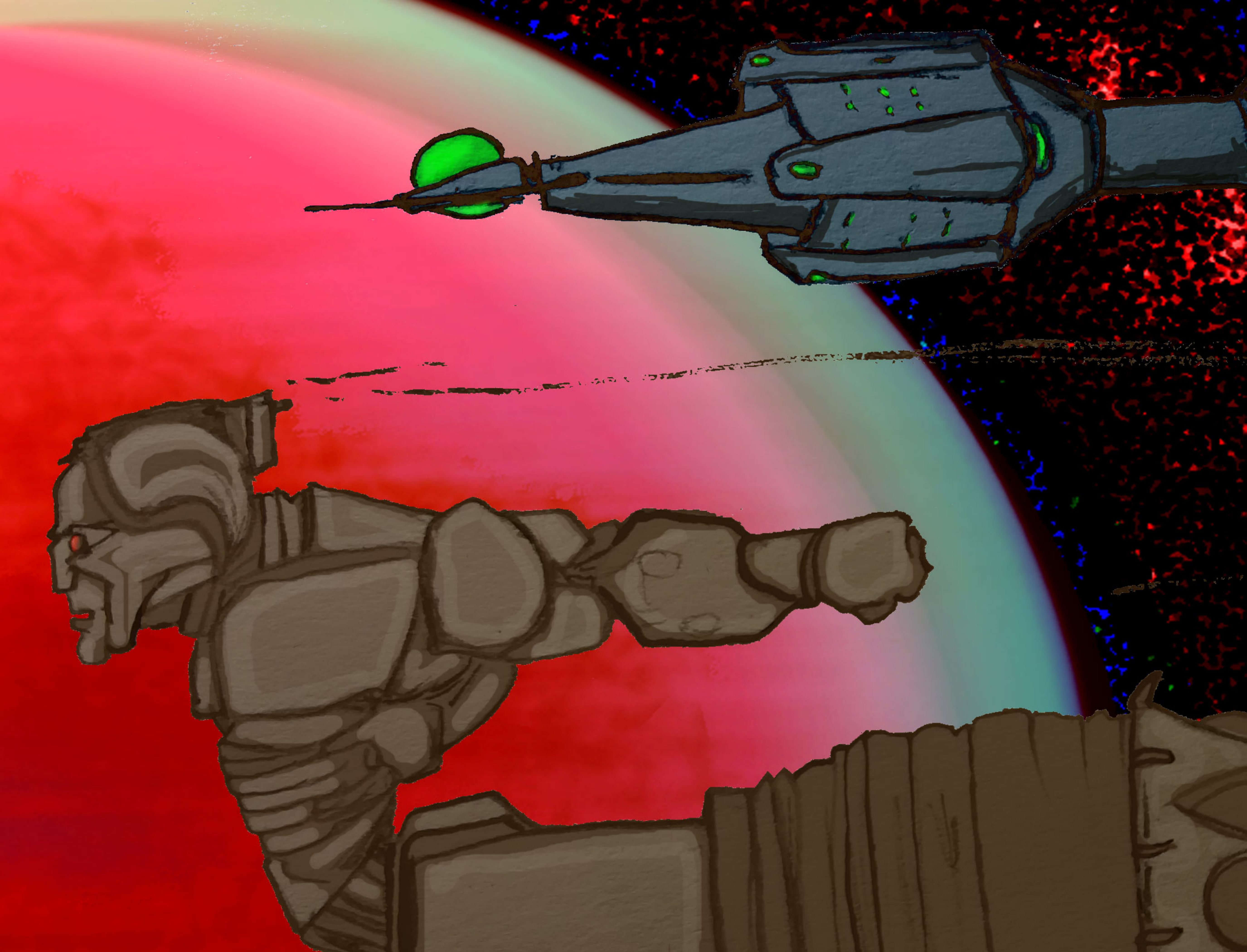
On Board the Control Ship,  
The Supreme Liege plans  
his invasion.



*THIS WORLD WILL FALL AS MANY BEFORE  
IT HAVE FALLEN TO THE INDUSTRIMUM.*





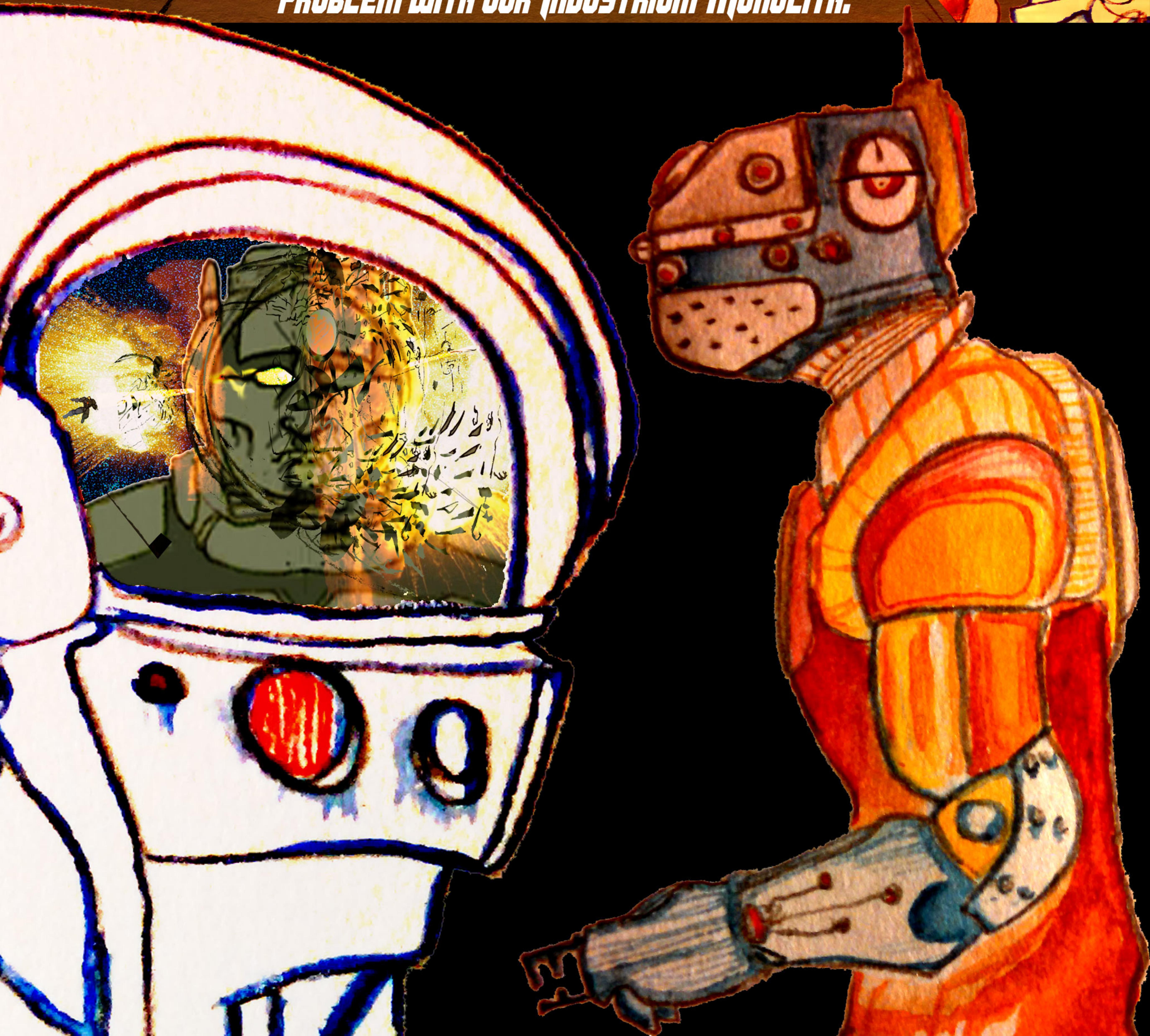




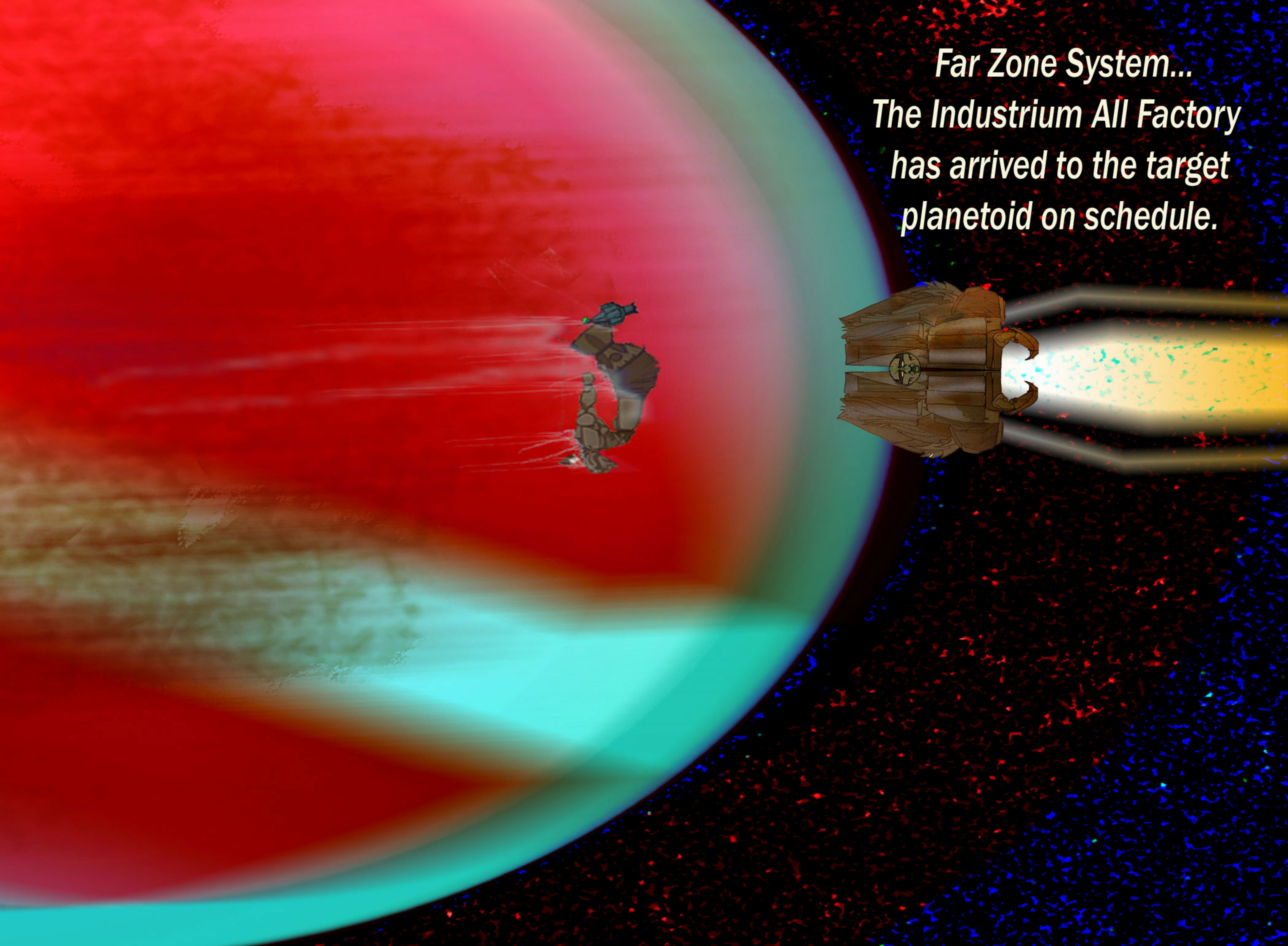




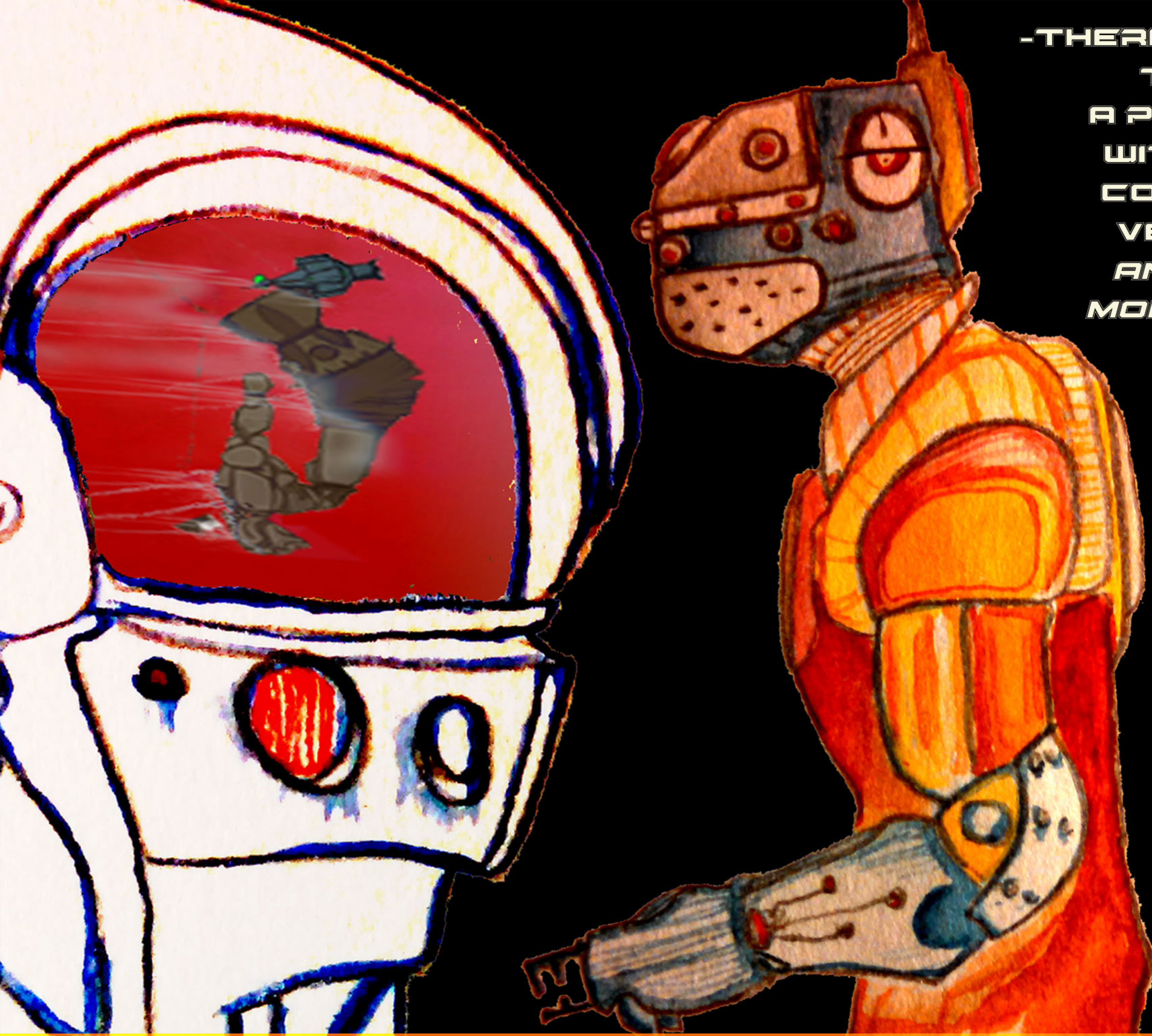
*SUPREME LIEGE, THERE APPEARS TO BE A  
PROBLEM WITH OUR INDUSTRIUM MONOLITH.*



Far Zone System...  
The Industrium All Factory  
has arrived to the target  
planetoid on schedule.



*-THERE APPEARS TO BE A PROBLEM*



**-THERE APPEARS  
TO BE  
A PROBLEM  
WITH THE  
COMMAND  
VESSEL  
AND THE  
MONOLITH.-**



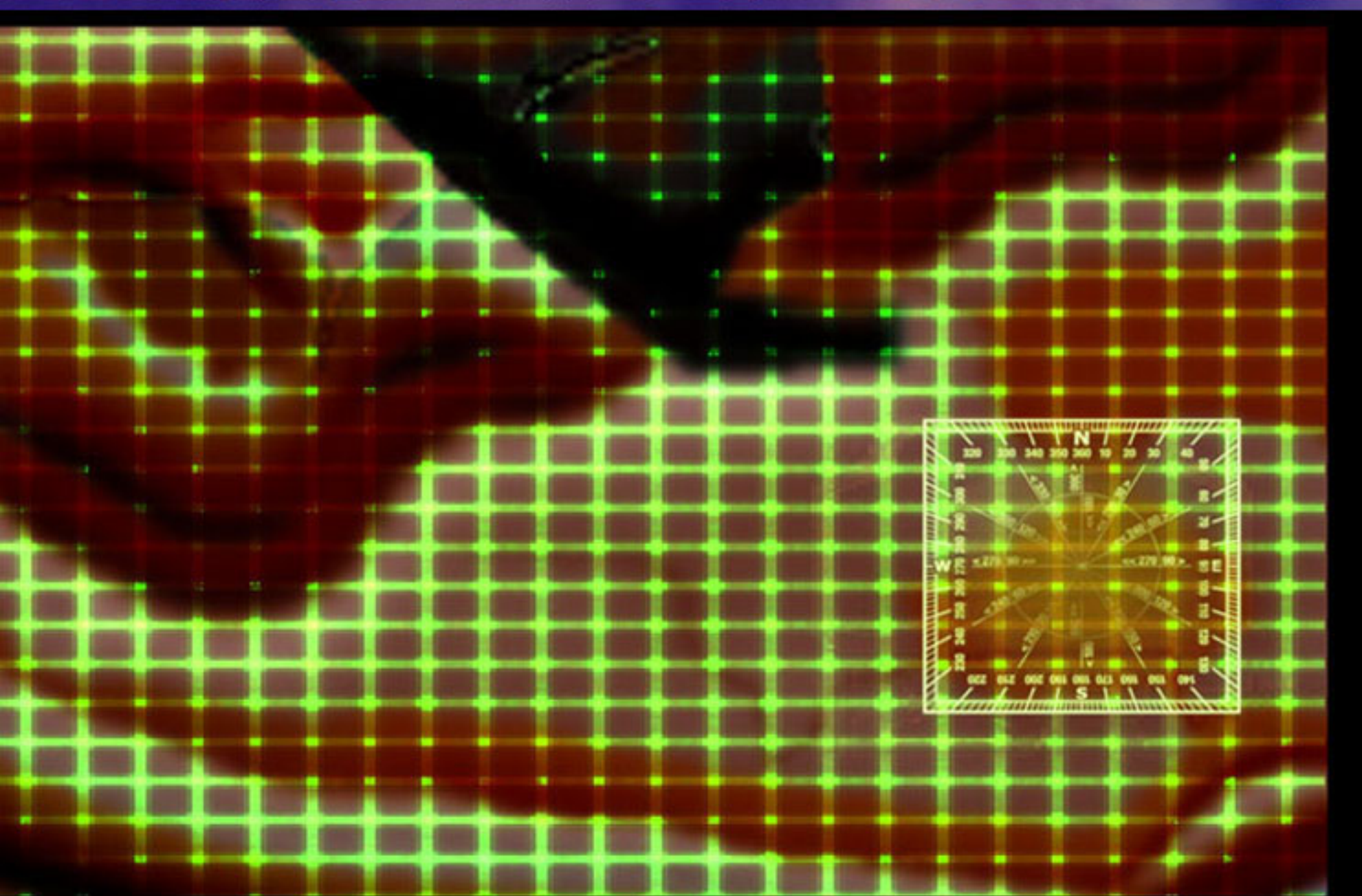
**This is highly irregular. The Industrium drones continue to go about their mindless operations.**



*The standard process of conquest by the Industrium is as follows.*

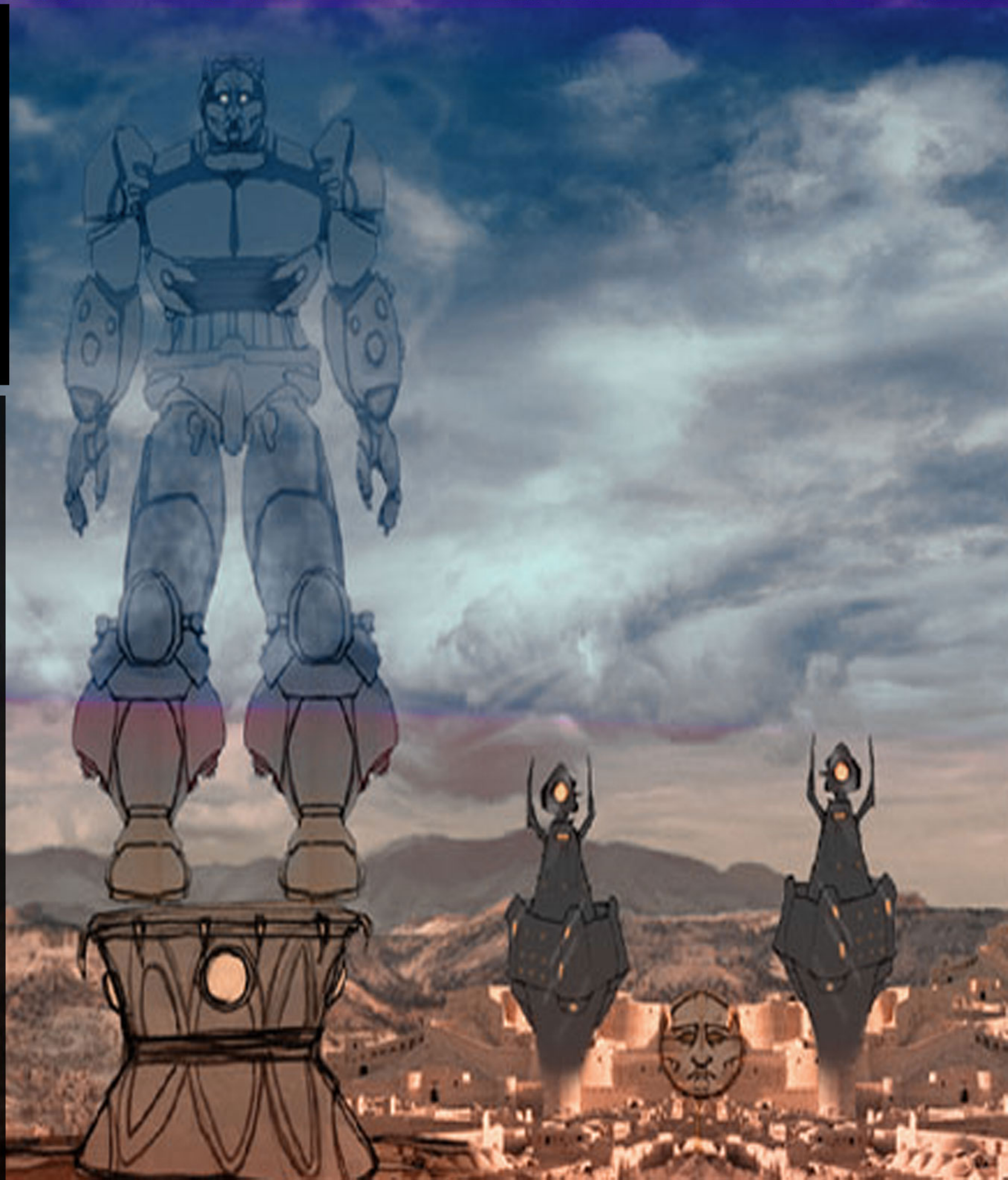
*Locate Target Planetoid rich in potential resources.*

*Wipe out any initial resistance by landing an Industrium Monolith on the Target Planetoid's surface.*



*Once the area is secure, The Industrium All Factory is embedded into the Target Planetoid's surface and the conversion of raw materials into fabrication ready resources begins.*

*The Industrium drones go about their mindless operations, making the all factory work. This is the daily operation of the Industrium Dominion.*

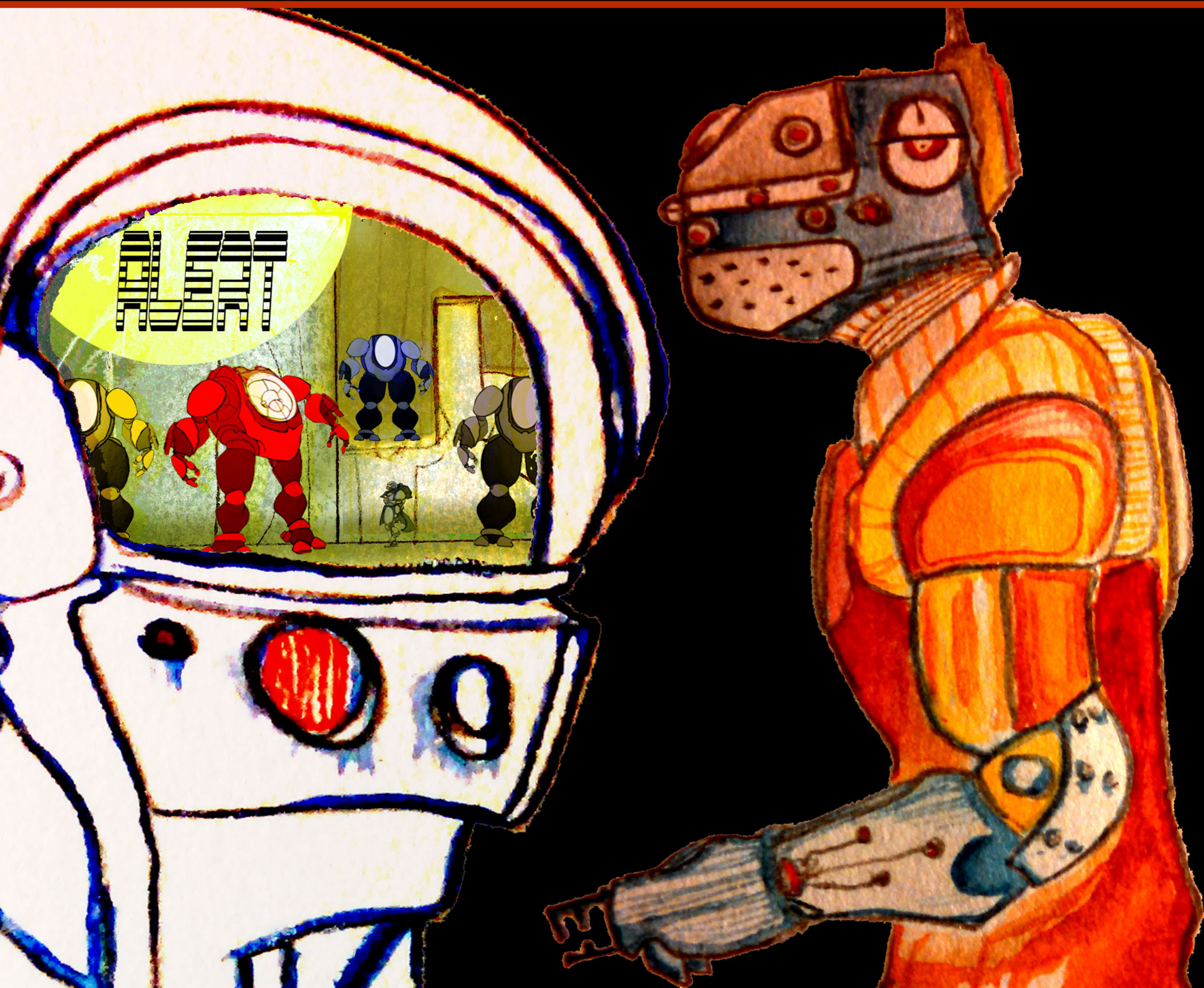


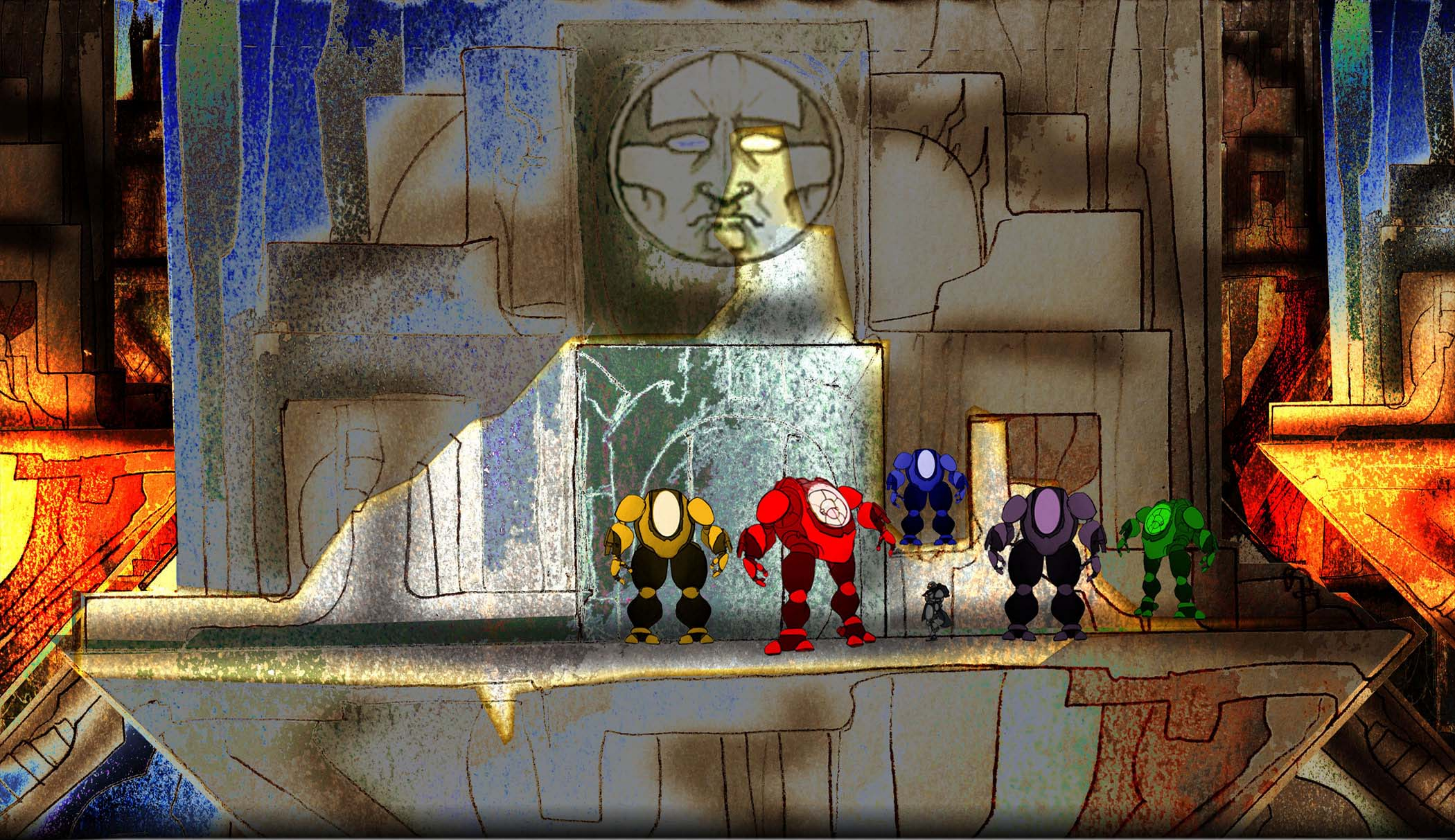
*However, not this day.*

*Recently, The Cross Worlds Nexus Travel Agency division known only as the Fugitive Faction destroyed the Monolith expected to infiltrate this target planet leaving the mostly defenseless All Factory on a collision course with imminent destruction.*

*Danger Son is here to see things through to the very end.*

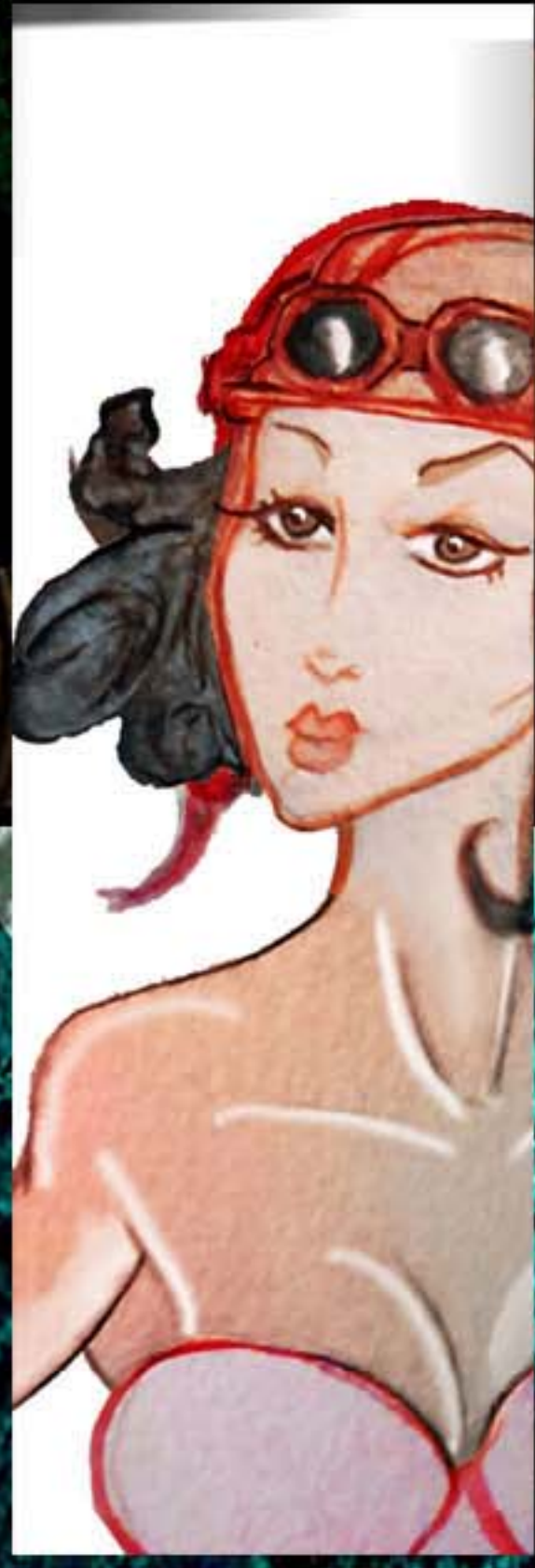
*The Industrium drones go about their mindless operations, making the all factory work oblivious to the battle happening on the outer platform. The Super Charger battle Dolls are here testing out the new upgraded suits.*





*The Cross Worlds Nexus Travel Agency division known only as the Fugitive Faction is here to shut the All Factory DOWN...permanently.*

ROXI



SHEBA SHARK



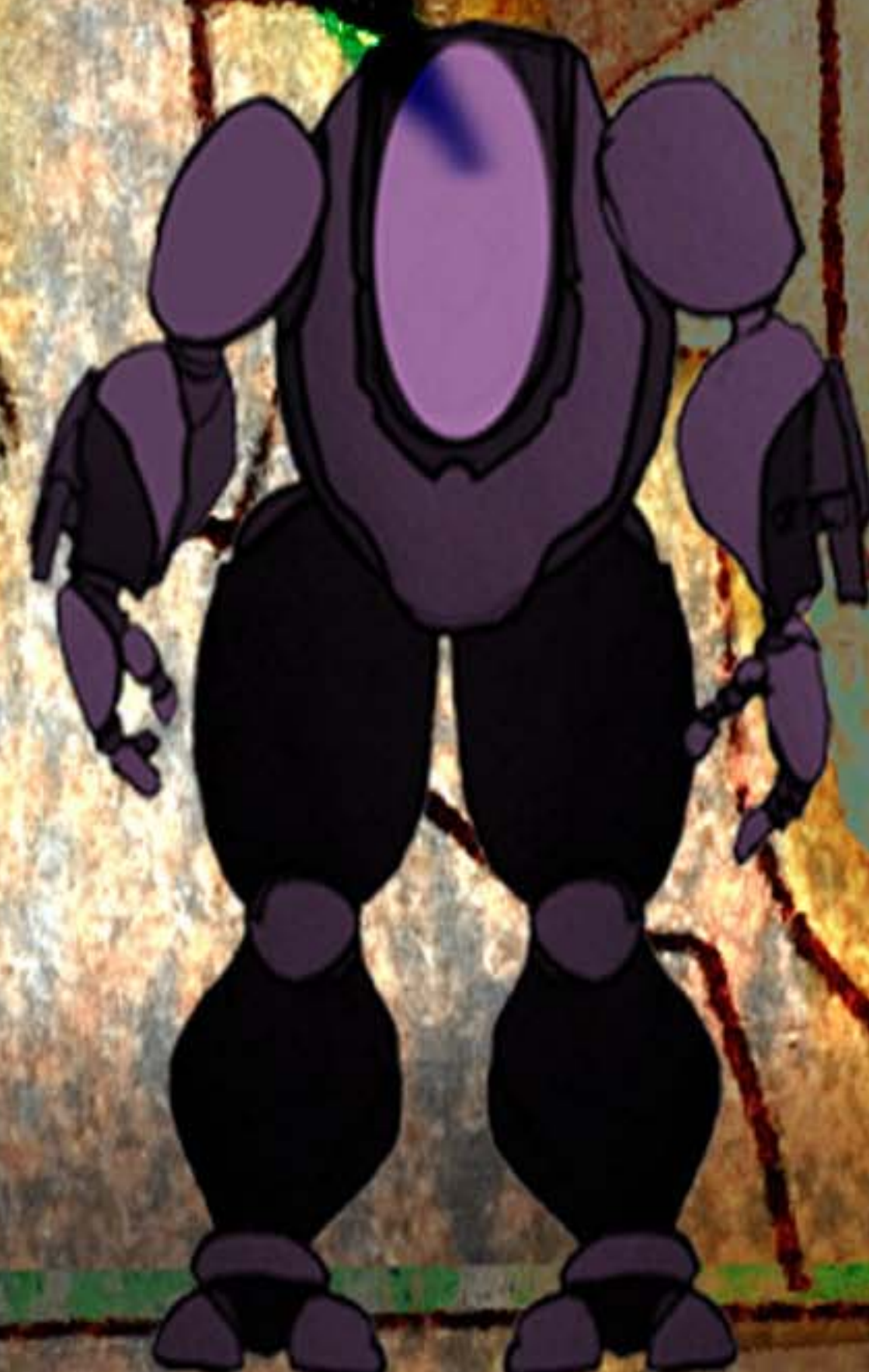
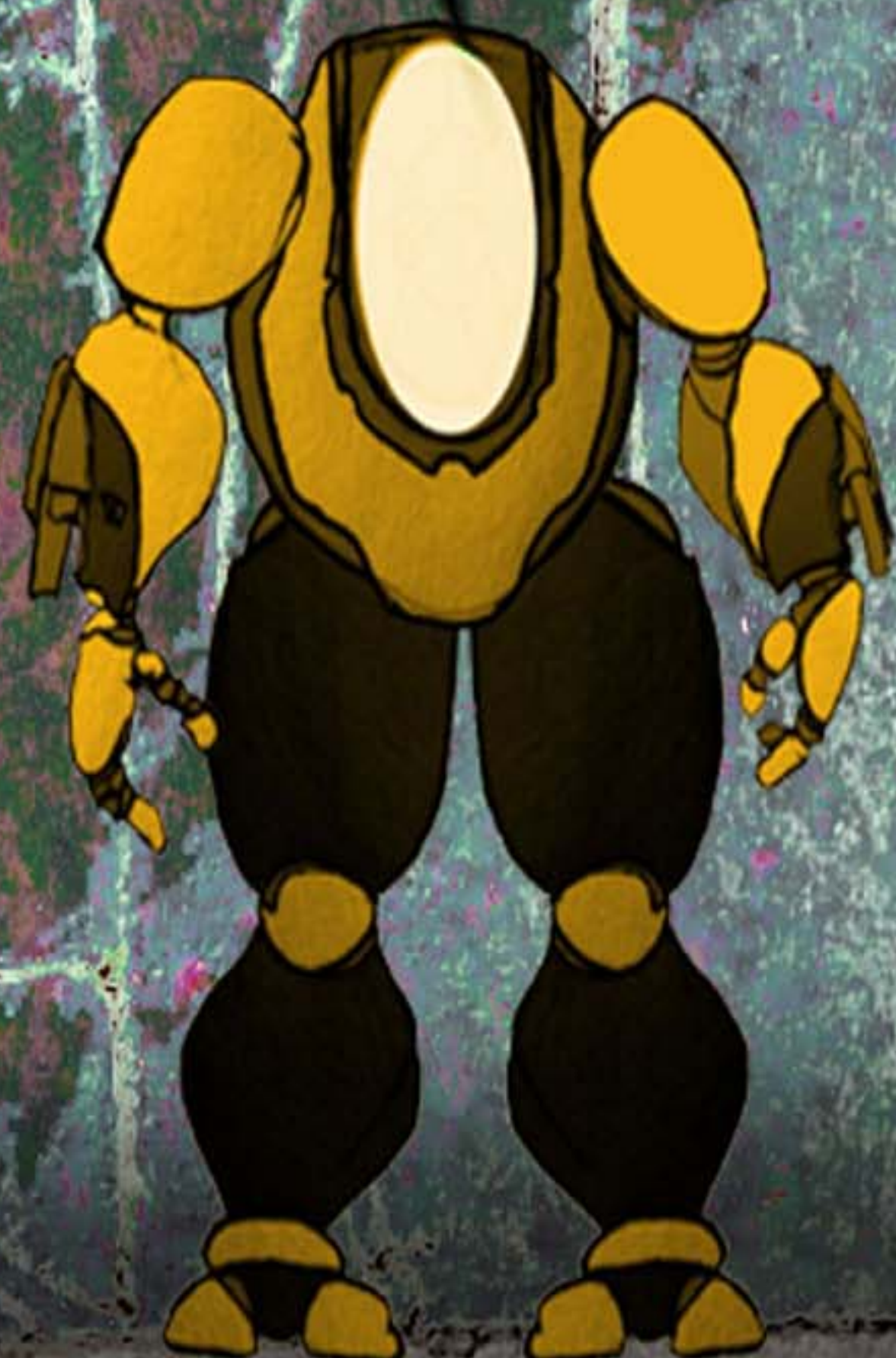
ENIGMA RIVERCROW



MONALISA JONES



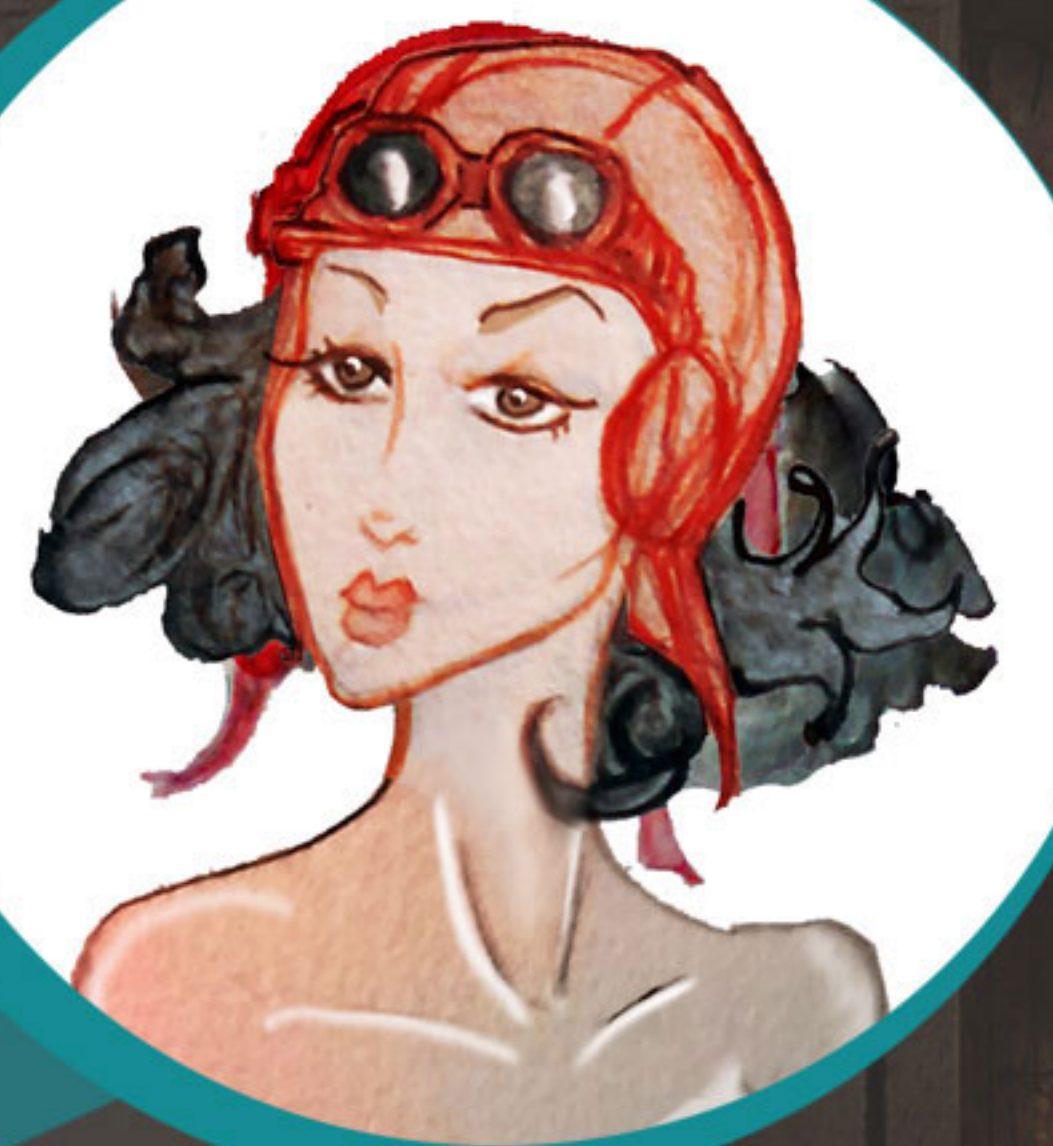
KIKI



DANGER SON

**Roxi, You and the others cause a distraction while I install an experimental containment bomb in the center of the factory.**

**- I am on Top of It, Sir.**



Hey, Roxi,  
watch this...  
No problem

...check  
this  
out...



These  
SUPER  
CHARGED  
BATTLE  
DEVASTATOR  
upgrades  
are excellent

Yeah,  
This is  
Tight!

I am receiving a message from Mission Control.





**Fire in the hole, Ladies,  
Time to leave.**



**...Just got word, there is trouble at  
the Zartacla Prison.**

**What sort of trouble, Roxi?**



**It's ...GONE.**

**What do you mean it is gone?  
Can we get Intel confirmation on that?  
Transport all units to the Zartacla  
secret location...**

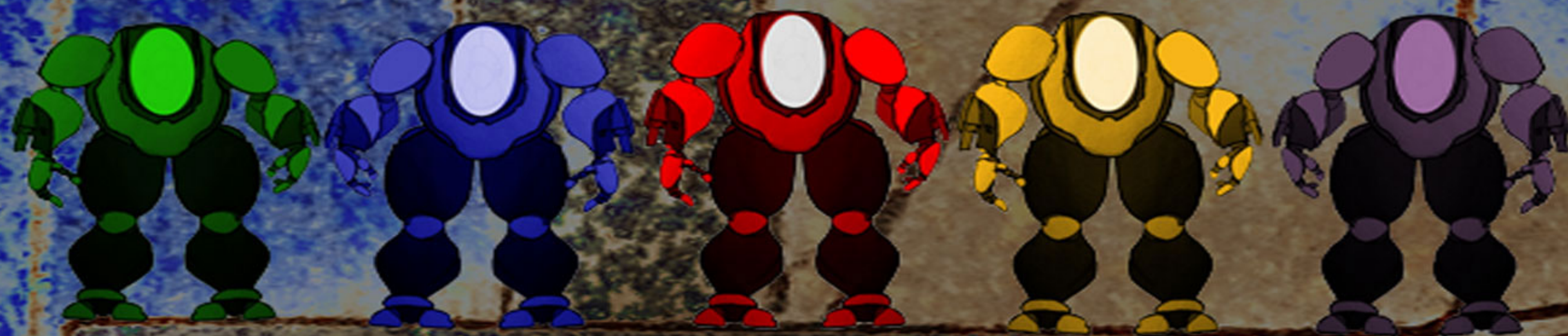
**I will join you shortly after I  
confirm this detonation.**



**Sir, Detonation will occur, you don't need to..**

**ALL OF YOU , Go now! That is an Order!**





Yes...sir. Confirmed. On it. On our way.  
Locking jump coordinates ...



I learned  
a long time ago.



..Never leave until the job ...is ...

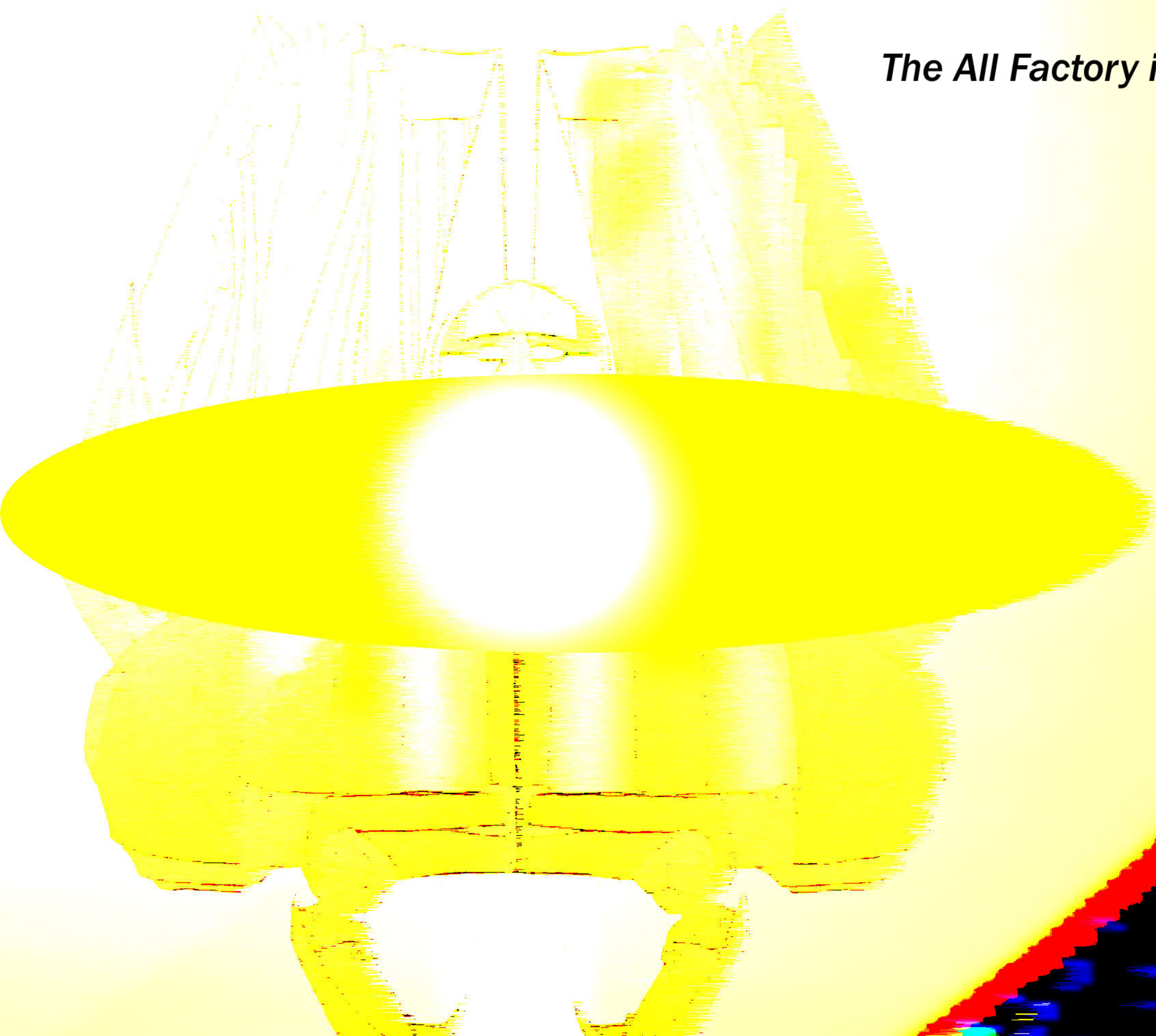


Done.

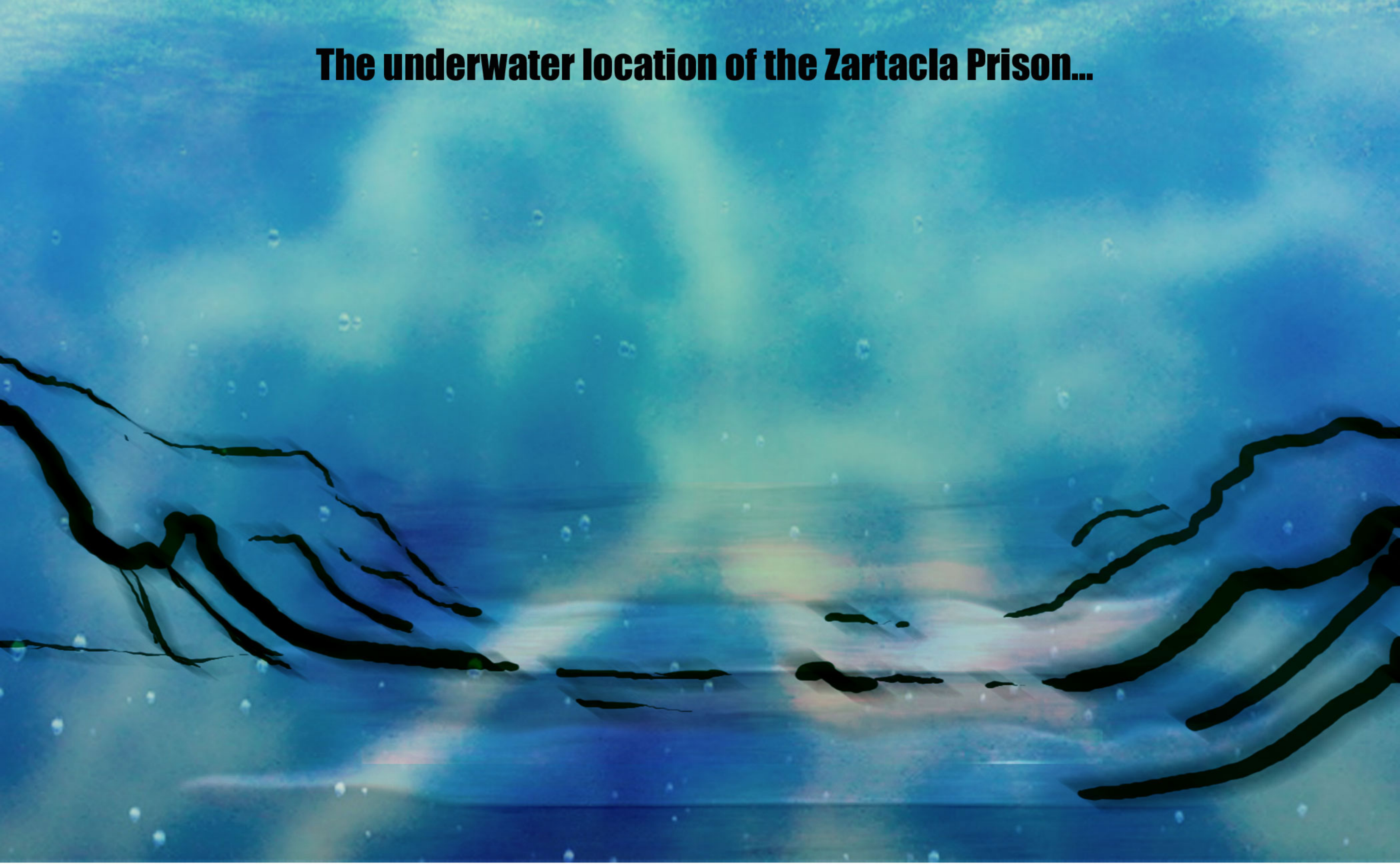




**The All Factory is Destroyed.**



**The underwater location of the Zartacla Prison...**



**It is gone.**



**ROXI, ENIGMA, MONA, KIKI, SHEBA...LERO...BOLAN...ANY ONE, COME IN.**

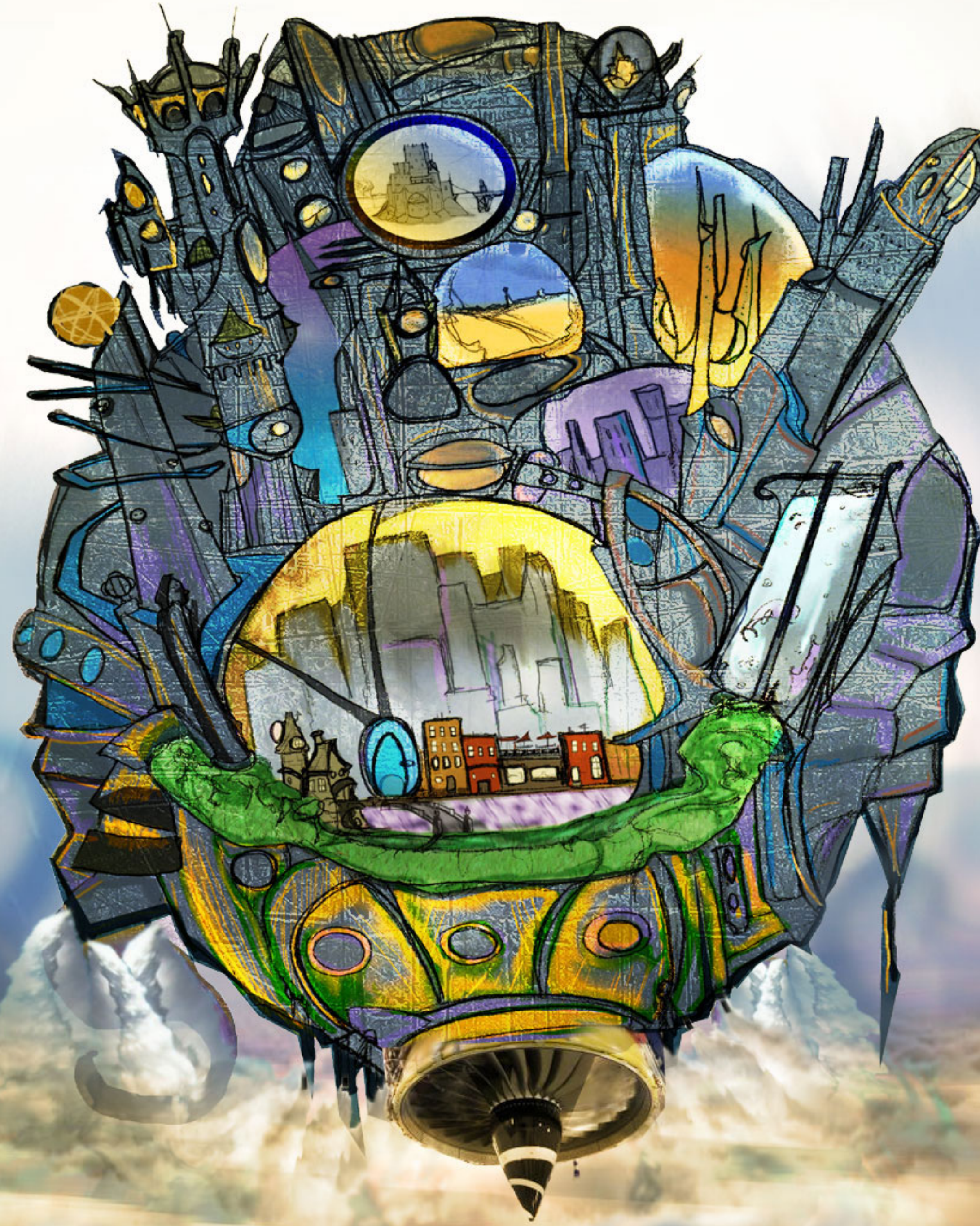
**Where are they...?**

**\_Mission Control to Danger Son, This is Mission Control...the units that you requested communication with are offline.**

**What do you mean?  
Transport me to their location.**

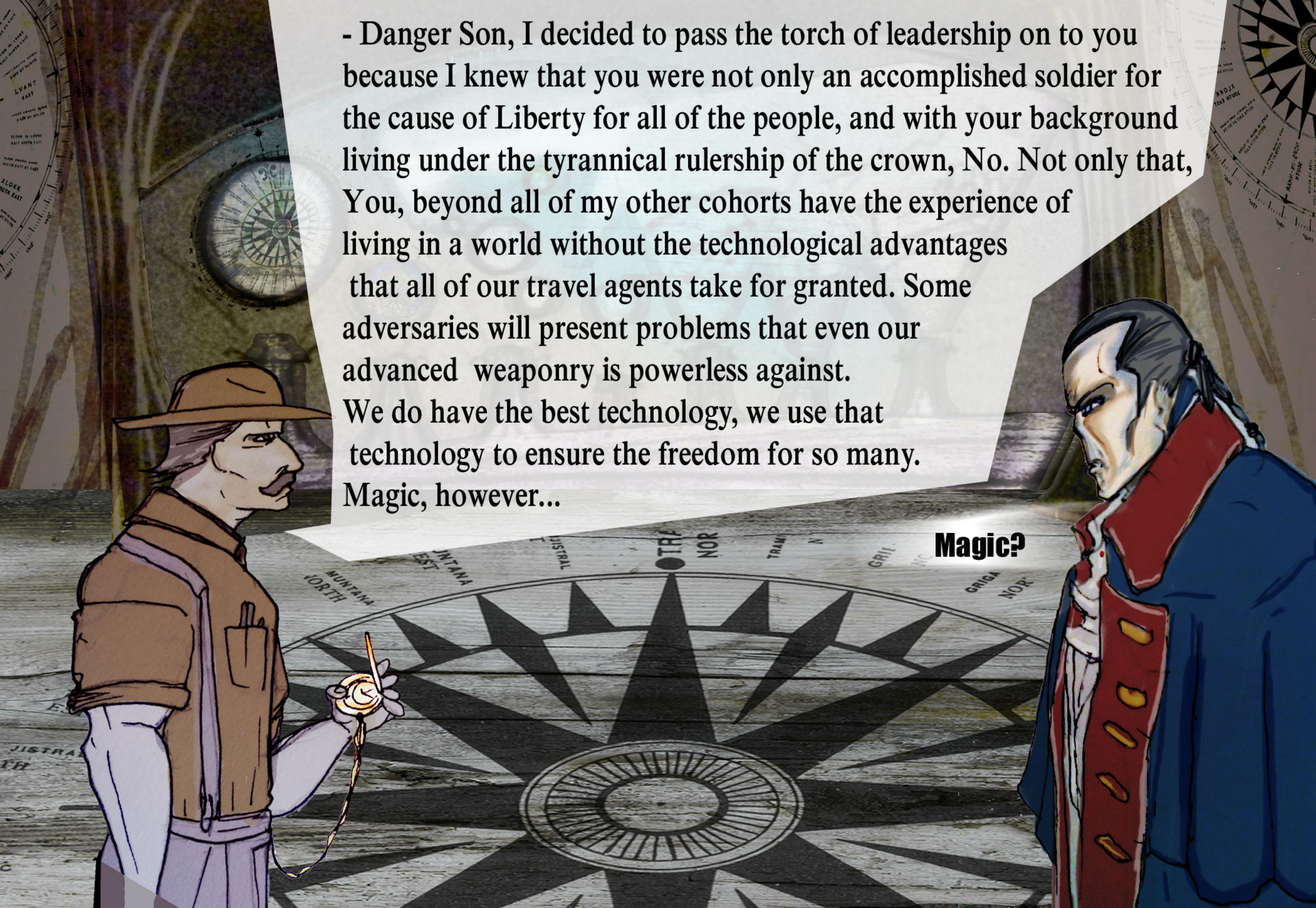
**This is Mission Control... I apologize, sir, they are ...not on any of our scans.**

*Later, Back at Nexxburgh.  
Home of the  
Fugitive Faction base  
of operations.*



**So when I got there, it was gone, the Zartacla prison, Roxi, Enigma and the others...with no trace! Who or what could do this? I need to find answers, NOW. Perhaps, Maximus will know what to do.**





- Danger Son, I decided to pass the torch of leadership on to you because I knew that you were not only an accomplished soldier for the cause of Liberty for all of the people, and with your background living under the tyrannical rulership of the crown, No. Not only that, You, beyond all of my other cohorts have the experience of living in a world without the technological advantages that all of our travel agents take for granted. Some adversaries will present problems that even our advanced weaponry is powerless against. We do have the best technology, we use that technology to ensure the freedom for so many. Magic, however...

**Magic?**



This is retaliation from King Xard. They have taken Zartacla into the Wyzardlund.

**What? I don't understand?**

At the end of my term as leader for the Travel Agency, there was one issue left that needed to be dealt with. One last puzzle that had to be solved, and the only solution that I could find was in a forbidden area...in the swamps off the coast of Wyzardlund.



The problem is that we have had dealings with the Wyzardlund in the past, we even have operatives there constantly collecting intelligence on the day to day events and occurrences. Which, in all honesty, we have no business doing that, however, it is good that we do, because look at this mess.

Why was I never notified of this?

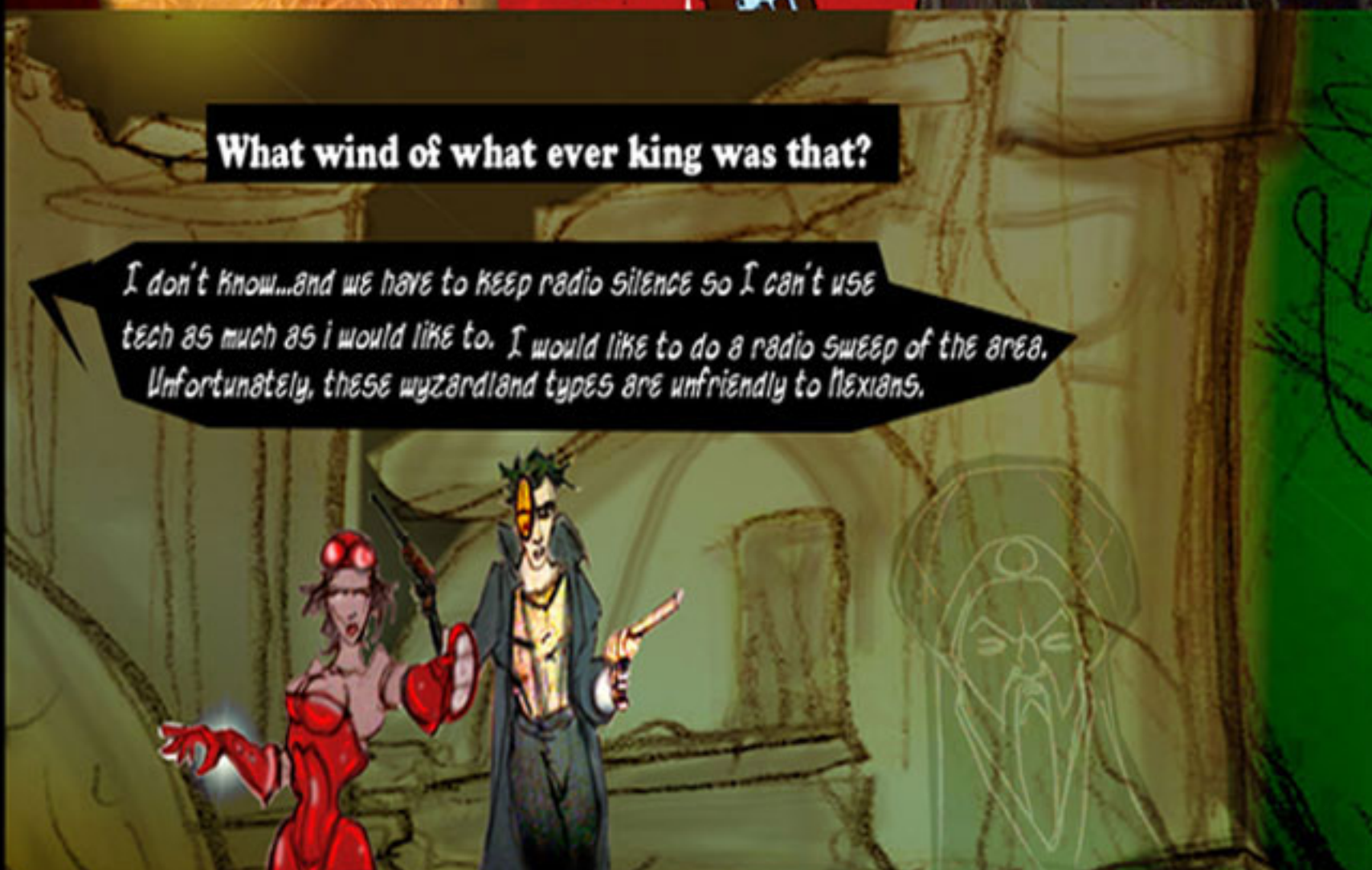
I had hoped that it would never be a problem.



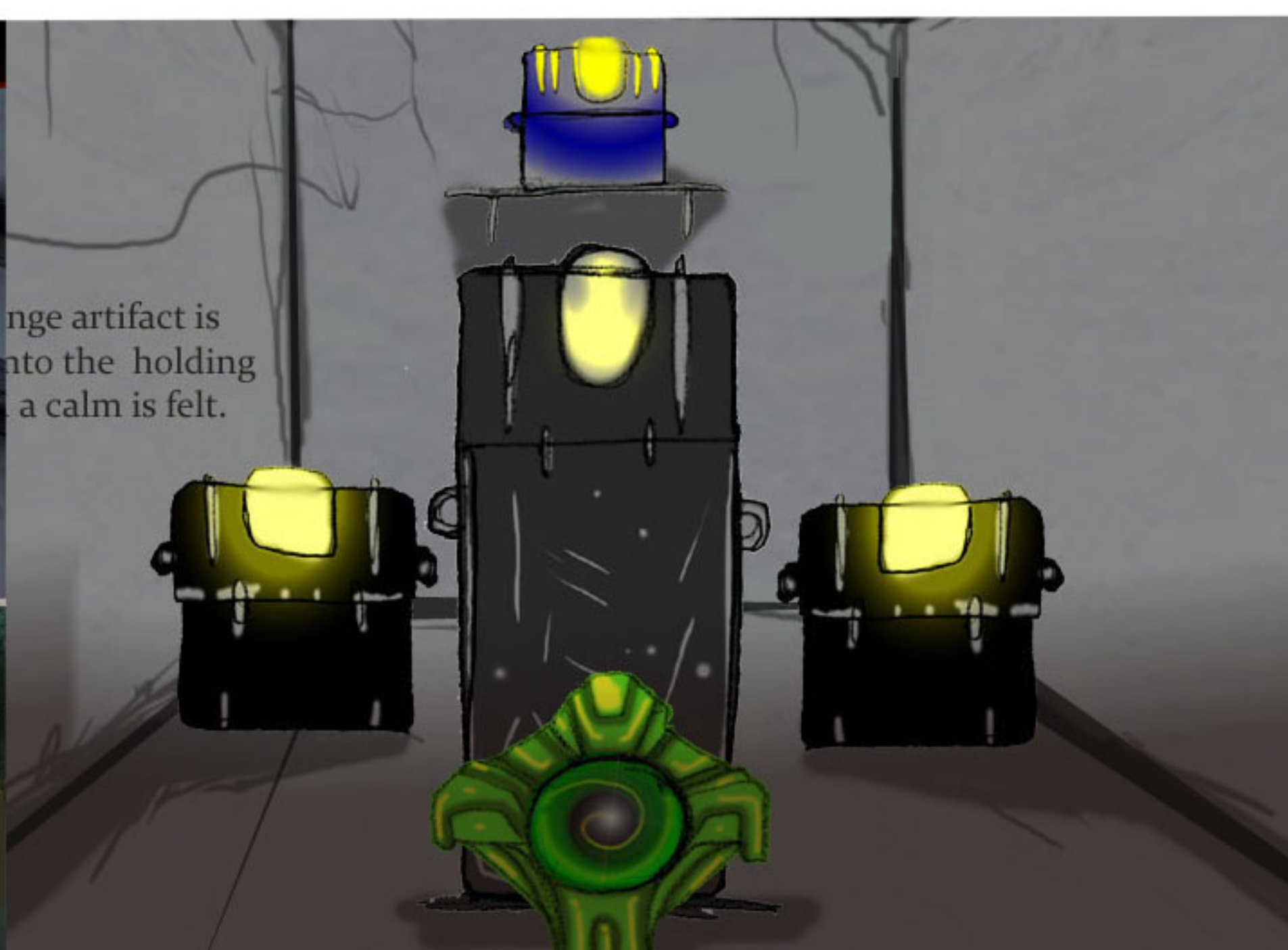
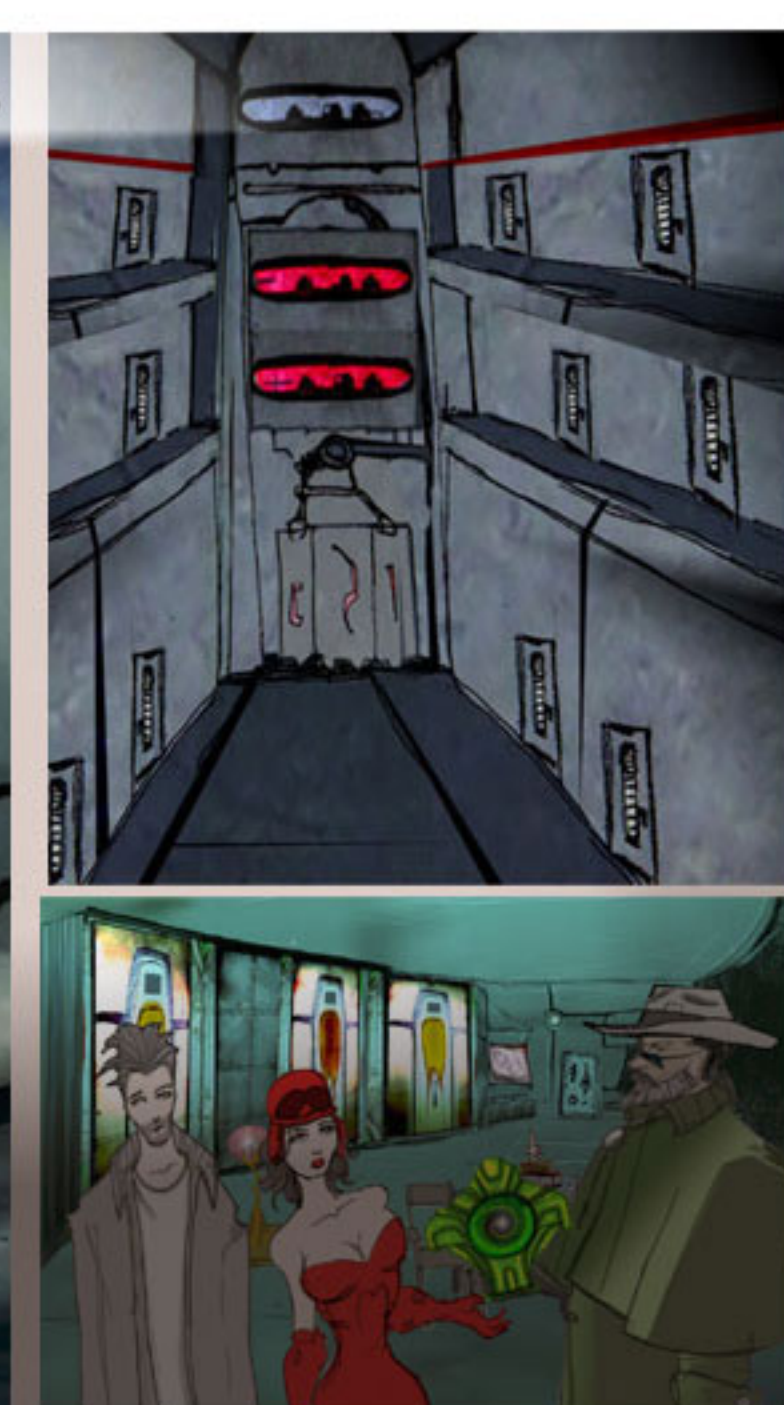
The Wizard pactum between the Cross Worlds Nexus and Wyzardlund states that we will not trespass into their lands and they will not meddle in our affairs.







So, why did we? To seal the tomb of the undying warlock, we had to acquire this magickal nullification device that was hidden in the swamps off the coast of that land. The tomb is located in the Zartacla prison for safe keeping. This is all because of the same undying warlock who gave us all of the trouble with Mechanika and everything else...even in death, and his spells all broken, he still vexes us.



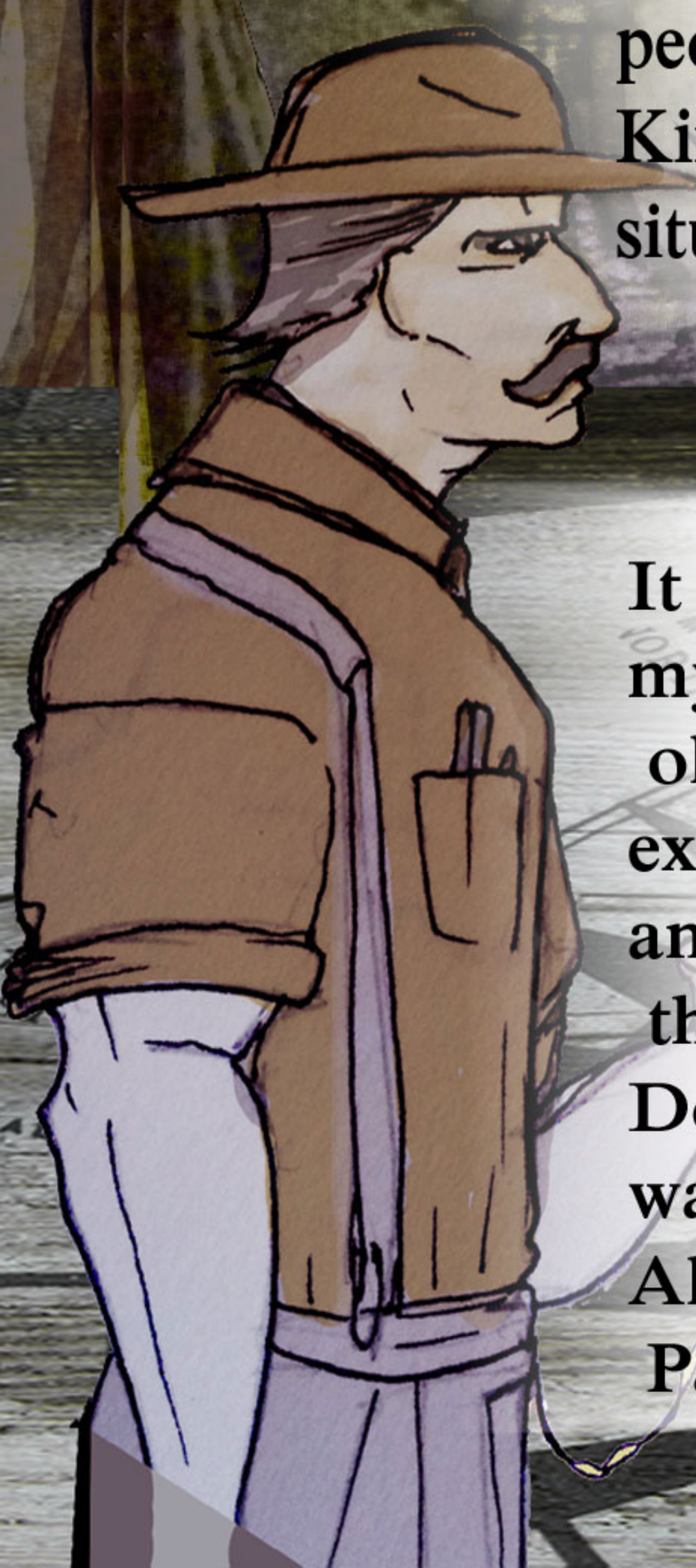
### Winston Alldark, the undying warlock.

Yes, one in the same. So, we are faced with a very interesting predicament. In haste, they have taken Zartacla into the Wyzardlund. Now, we can not trespass there. I say we go before King Xard and put forth the proposition that we get our people back and leave Zartacla there under the watch of King Xard. This could still be an opportunity to improve our situation. This could be a prisoner exchange.

**You mean to tell me that you want to negotiate with this..tyrant?**

It is only being fair, really. It is not what I want, it is only my advice to you, you are the one in charge now, my old friend. You do as you see fit. How ever...let me explain that this is a different realm, our weaponry and technology will not work the same over there...and they will have a complete advantage over us. Do not under estimate their magic. Winston Alldark was a cheap street magician in comparison to King Xard. Also, even though he is powerful, he has honored the Pactum...until now. He is tough, but fair.

**Thank you, I will take all of this into consideration.**



Here...

What is this?

This is the complete dossier on Wyzardlund, including secret contacts, locations and more information about the subject than we really should have.

Safe travels, may cooler heads prevail.

Maximus, my old friend, you are always full of surprises.



Time to hunt down some wizards.



**If I have learned  
anything in my  
experience fighting  
with supernatural  
entities,  
it is that I am  
going to need  
some help from  
my old friends...**



THE MOON TRIBE IS  
READY TO ASSIST YOU  
IN YOUR BATTLE.



EXCELLENT.

## Moon Mound



**Capitol city of the Moon Tribe. Home of the High Council. I am being escorted to the Geat long house to have my request be reviewed. I have requested the use of the secret passage ways of the Moon Tribe to help me gain access to the Wyzardlund, It is where I suspect to find my lost cohorts.**



**I wear my Ceremonial Cloak when I am among the Moon Tribe, it was a gift from Old Chief Turtle Rock's people ... when I saved them from the Guardians of the Cavern of Passage.**





MONEY IS NO GOOD HERE, ONLY YOUR DEEDS.

LET YOUR  
ELDER  
SPEAK  
FOR YOU



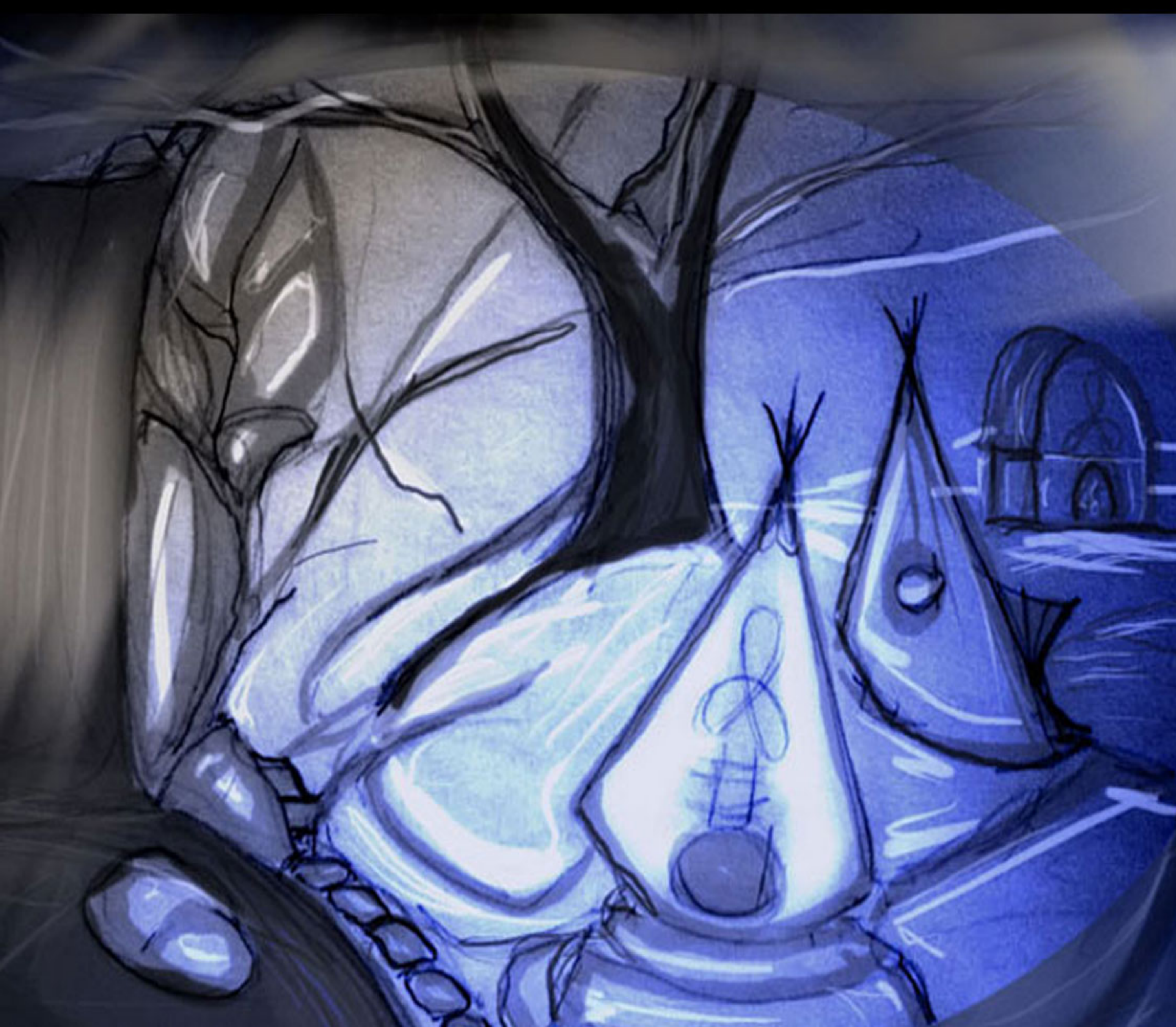
SAY VERY LITTLE  
WHEN BEFORE  
THE COUNCIL.

Great Chief, I speak to you on behalf of Danger Son, for he requests use of our sacred passage way, he must use this passage to complete his quest to find his lost people.

**IN WHAT WAY HAS THIS MAN SERVED OUR TRIBE THAT WE SHOULD BE OBLIGED TO GRANT HIM PASSAGE?**



*Many Moons Ago...*  
Our people were trapped, unable to escape back to the good lands ...





*The cavern of passage from that place was blocked by dark forces and a vile evil that kept stealing the lives of our Braves.*



*Danger Son came to us and he volunteered to go forth into the Cavern of Passage and open the way for us to safely have our exodus from that place.*





**YOU WANT  
ME TO KILL  
SOME  
SPIDERS?**

BIG SPIDERS...

The Ancient Legend...



WENT LIKE THIS...

the Cavern of Passage, was overseen by two Sky Brothers. Then the Brothers became angry with each other and began to fight.

Every day they would fight. Finally, Earth Mother became tired of hearing the battle and unleashed the Guardian of the Cavern of Passage.

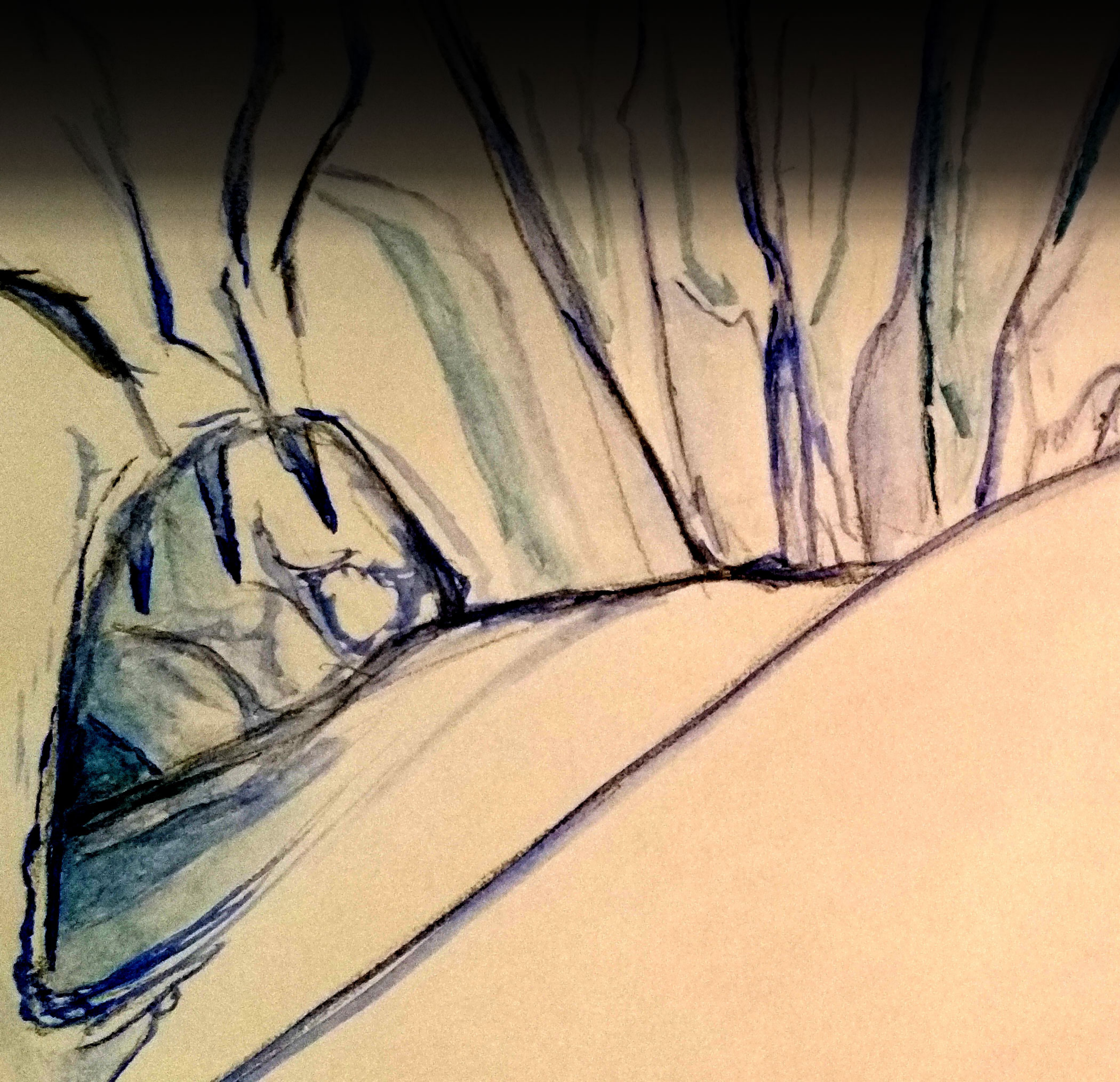
The Guardian chased away the two sky brothers... and the passage was closed to all...except for the guardian and her children.

**THIS IS A  
GREAT  
HONOR...  
DANGER SON**





*In the Ages before the White Man landed on our shores, the way was open and one could pass between lands freely, this was a good age before the many changes happened, before brother turned on brother and the passage was left alone and forgotten, because one world was as good as the next. It was in that era that a vile evil took root in the cavern.*





*Many young Braves went into the cavern to clear the way, however, time and time again they were unsuccessful. Only a very few ever made it back, even then, they died from the venom of those creatures, our Shaman devised a special armour to be worn for the next Brave to enter the cavern and fight the vile beasts that reside there.*





*Danger Son, this armor is sacred and ceremonial. It is used for when we send warriors to the Cavern of Passage because it is repellant of the Venom from the Spiders that will attack you there.*

*They are the Children of the Guardian.*

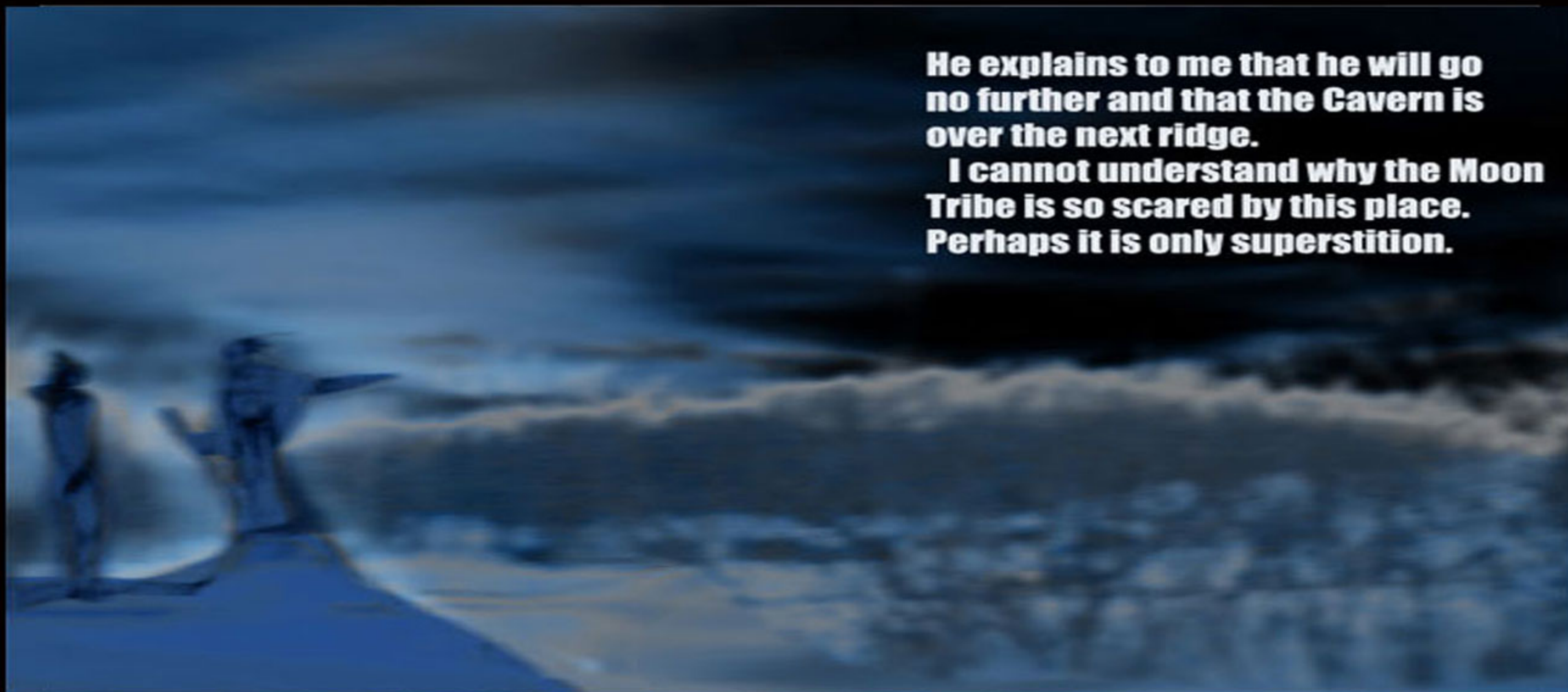


**We move like ghosts across the forest floor**



**The guide will only take me so far.**

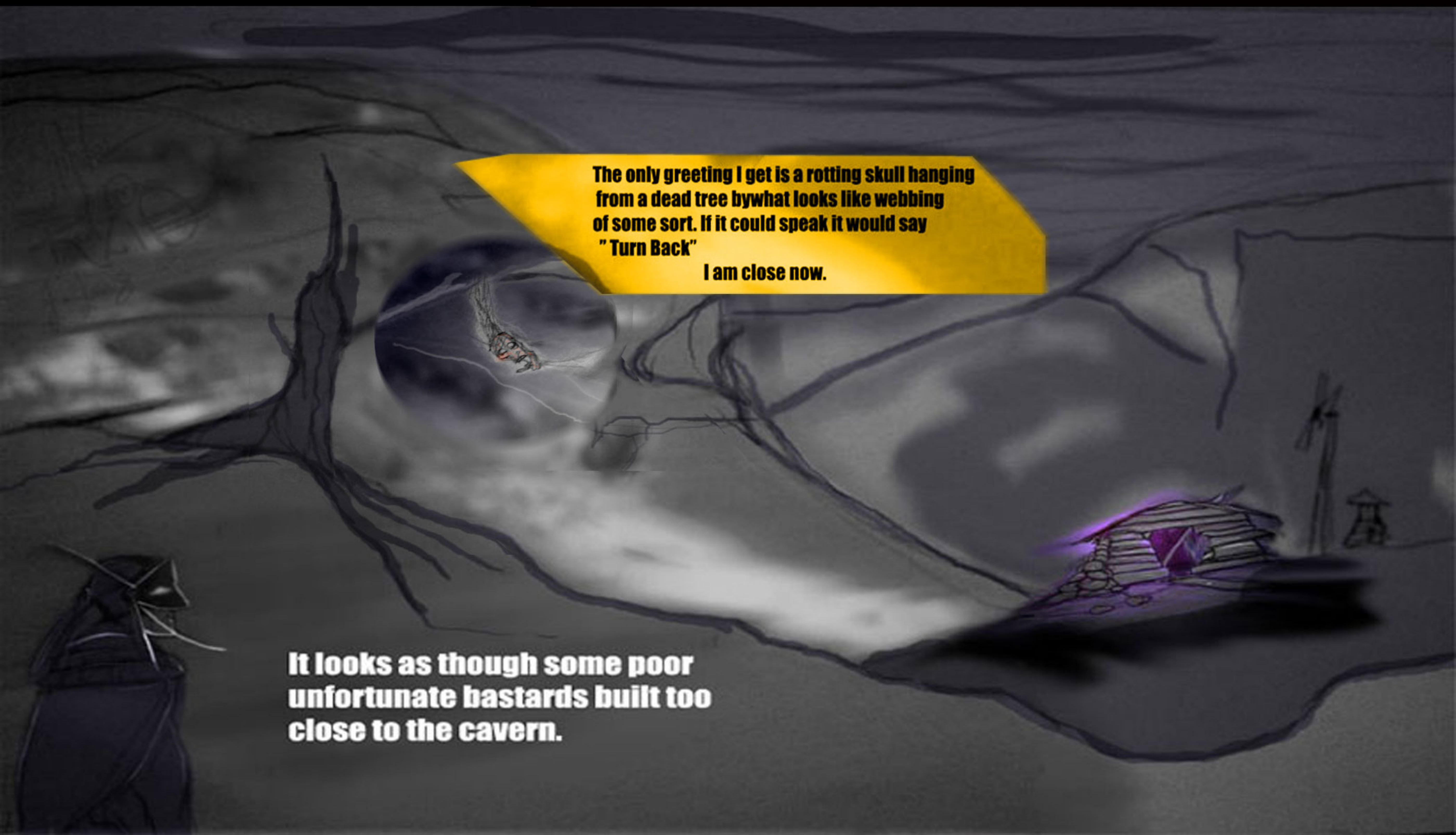
**He explains to me that he will go no further and that the Cavern is over the next ridge. I cannot understand why the Moon Tribe is so scared by this place. Perhaps it is only superstition.**



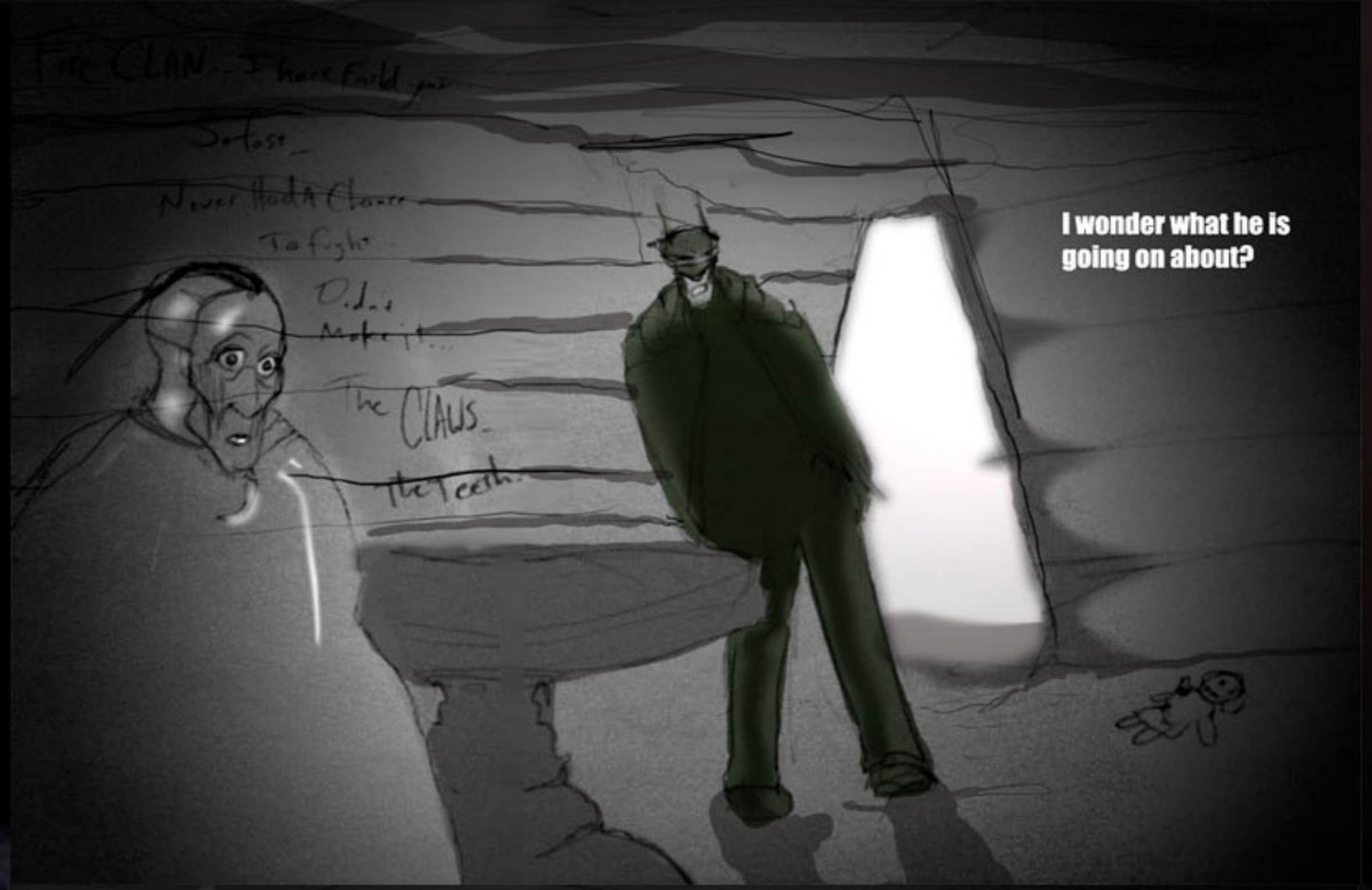
**The only greeting I get is a rotting skull hanging from a dead tree by what looks like webbing of some sort. If it could speak it would say "Turn Back"**

**I am close now.**

**It looks as though some poor unfortunate bastards built too close to the cavern.**



This will be a good place to make camp before I go into the Cavern.



I wonder what he is going on about?



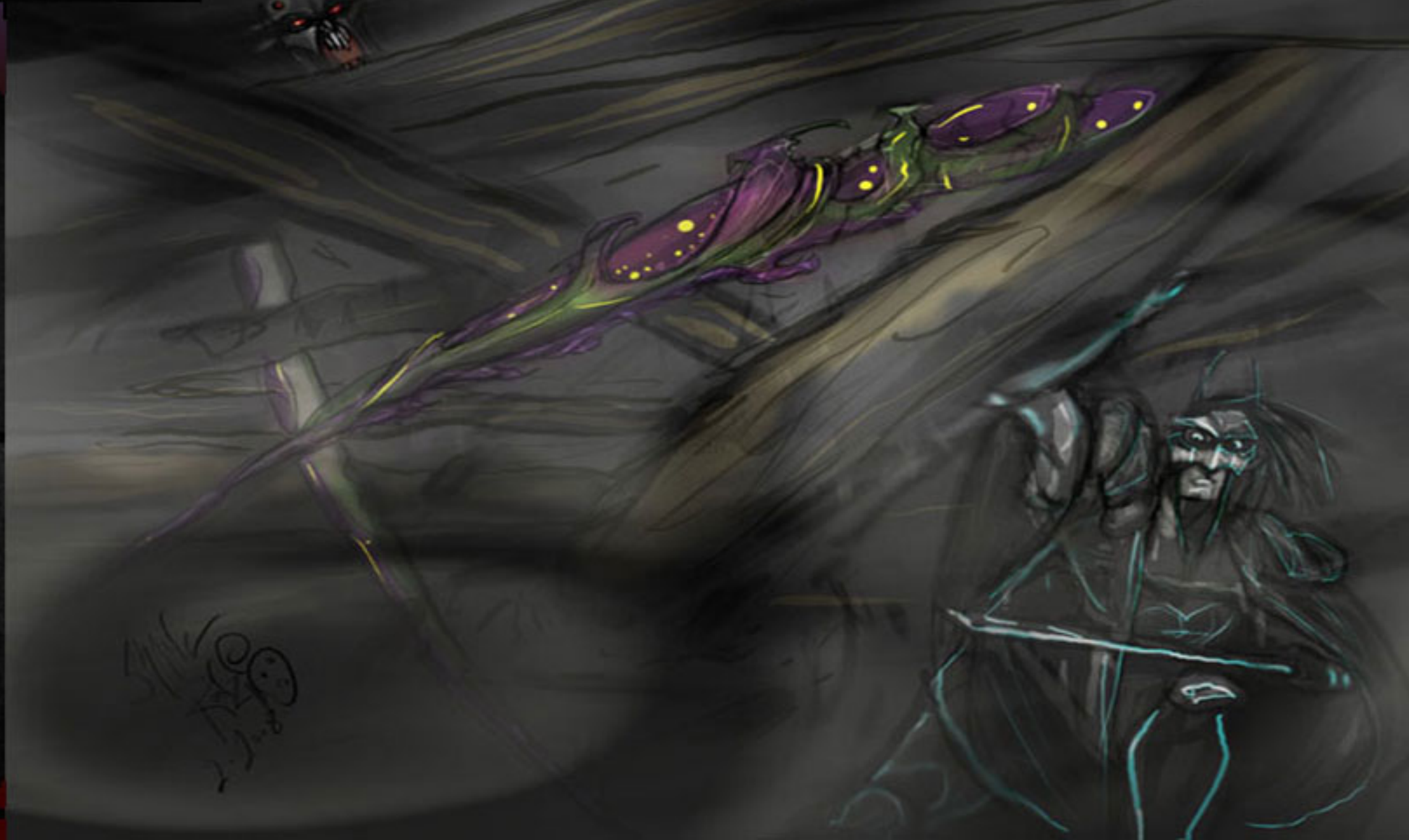
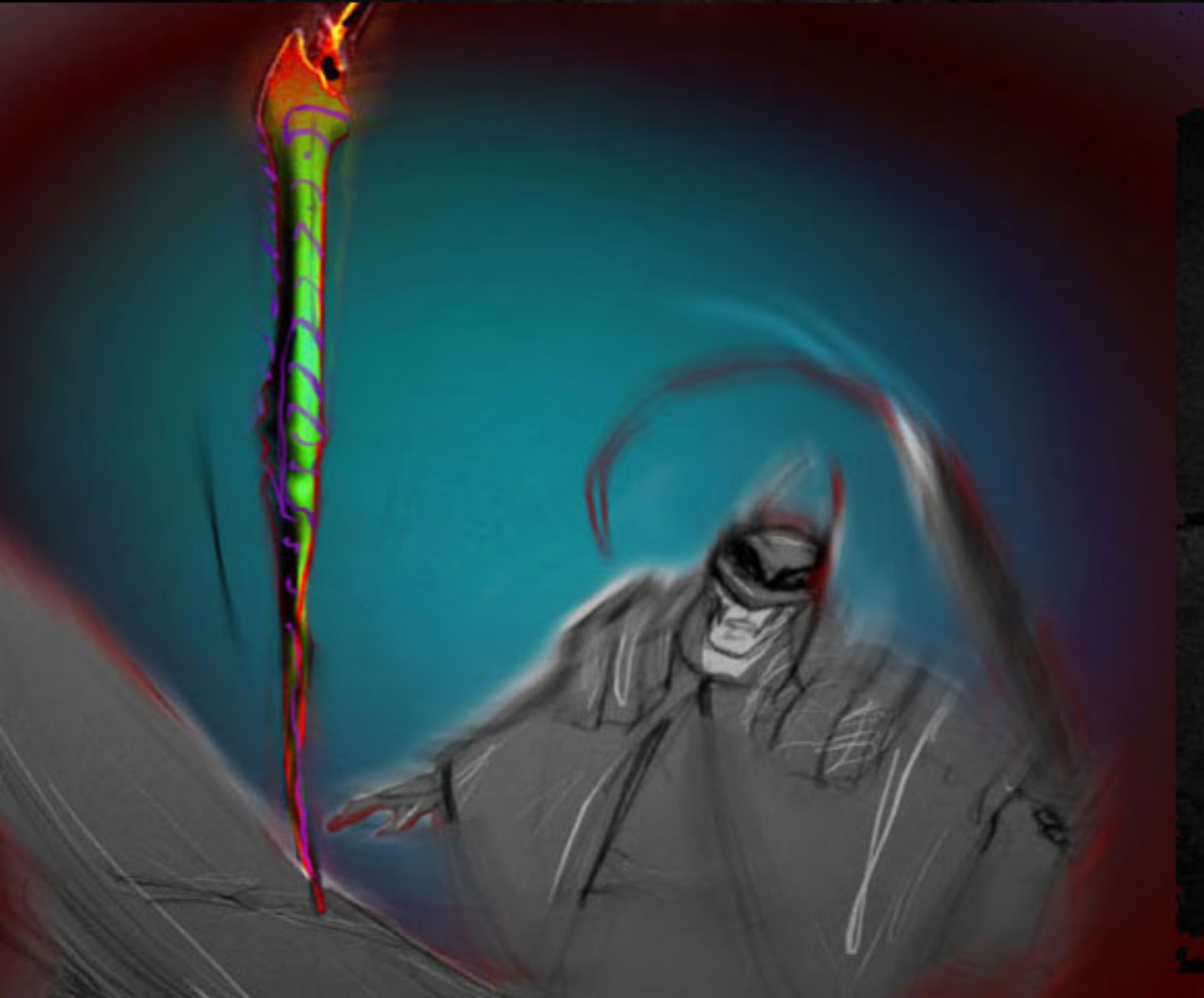
He was never there.



Did I just see a Ghost!?



The only thing you will get from me is GUN SHOT, Demon!

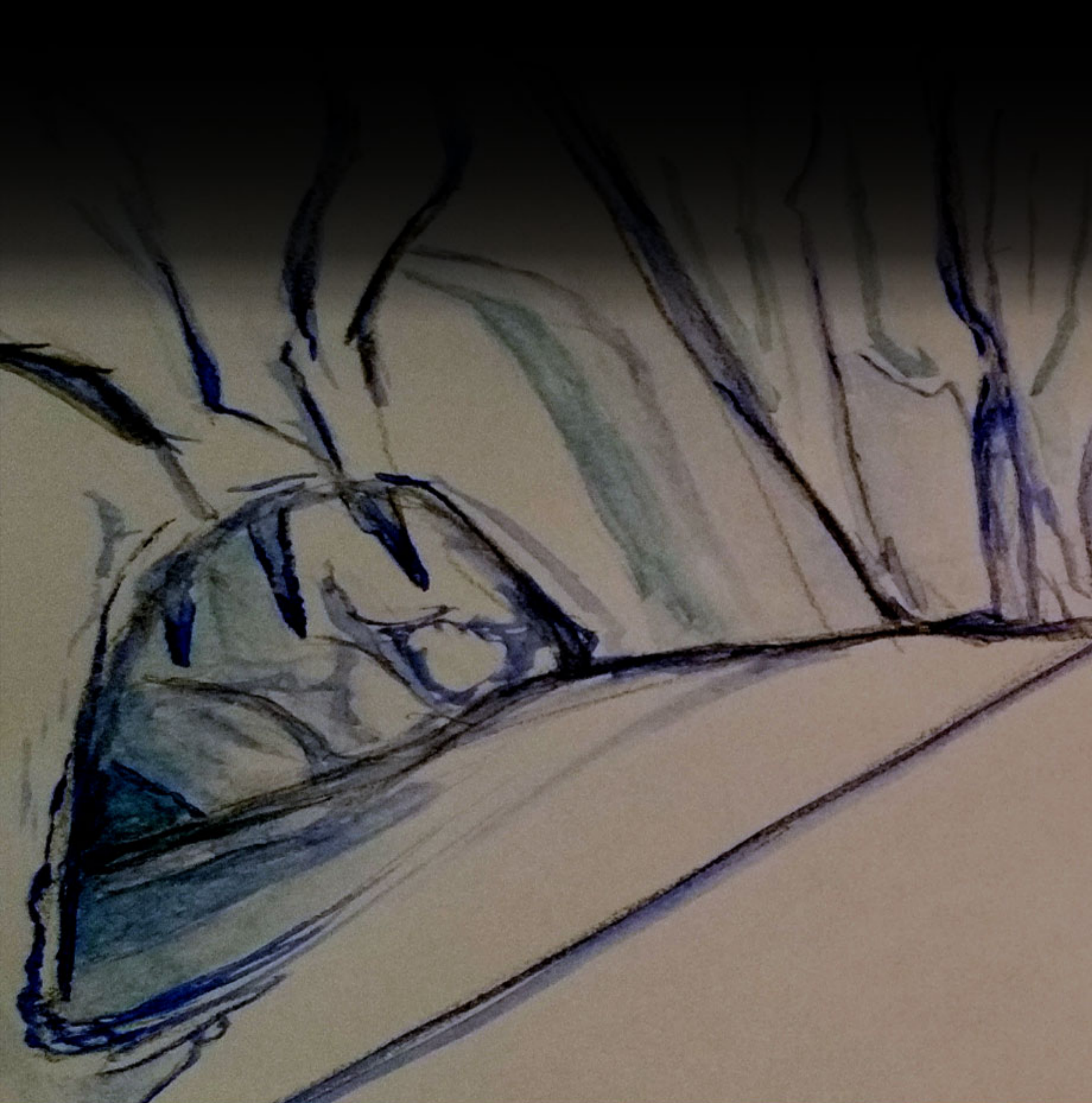


Big spiders.

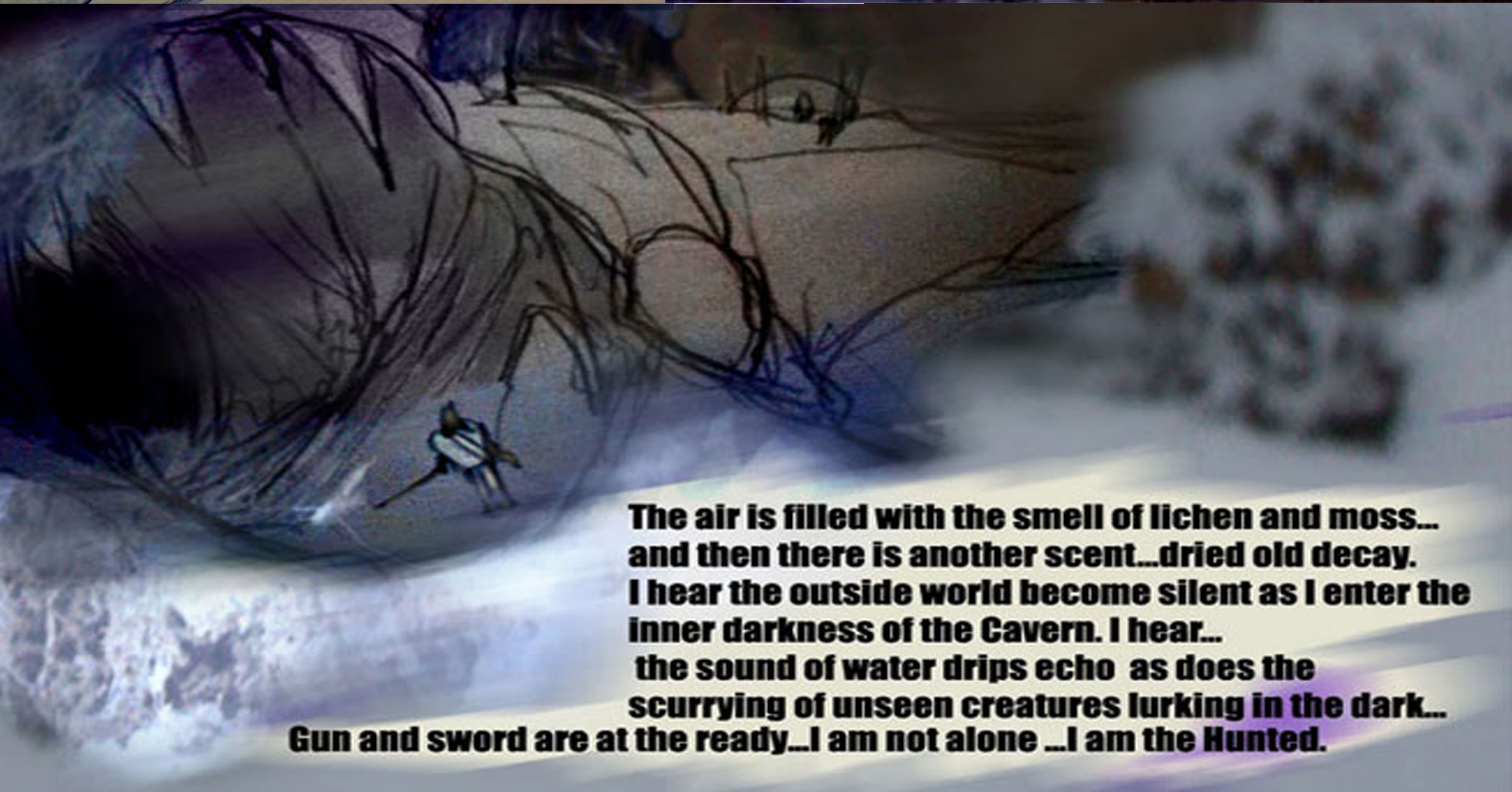
**That was alot of Cabin to crawl out from under, It's a good thing that it gave up on trying to get me. I am sure that it has not forgot about me...it has probably acquired a taste for people bynow. I would wager that it and its buddies are watching me right now...Today I go into the Cavern of Passage.**

**After seeing the size of these spider creatures, I am starting to feel like the moon tribe doesn't like me very much...  
"send the outsider on a suicide mission."**

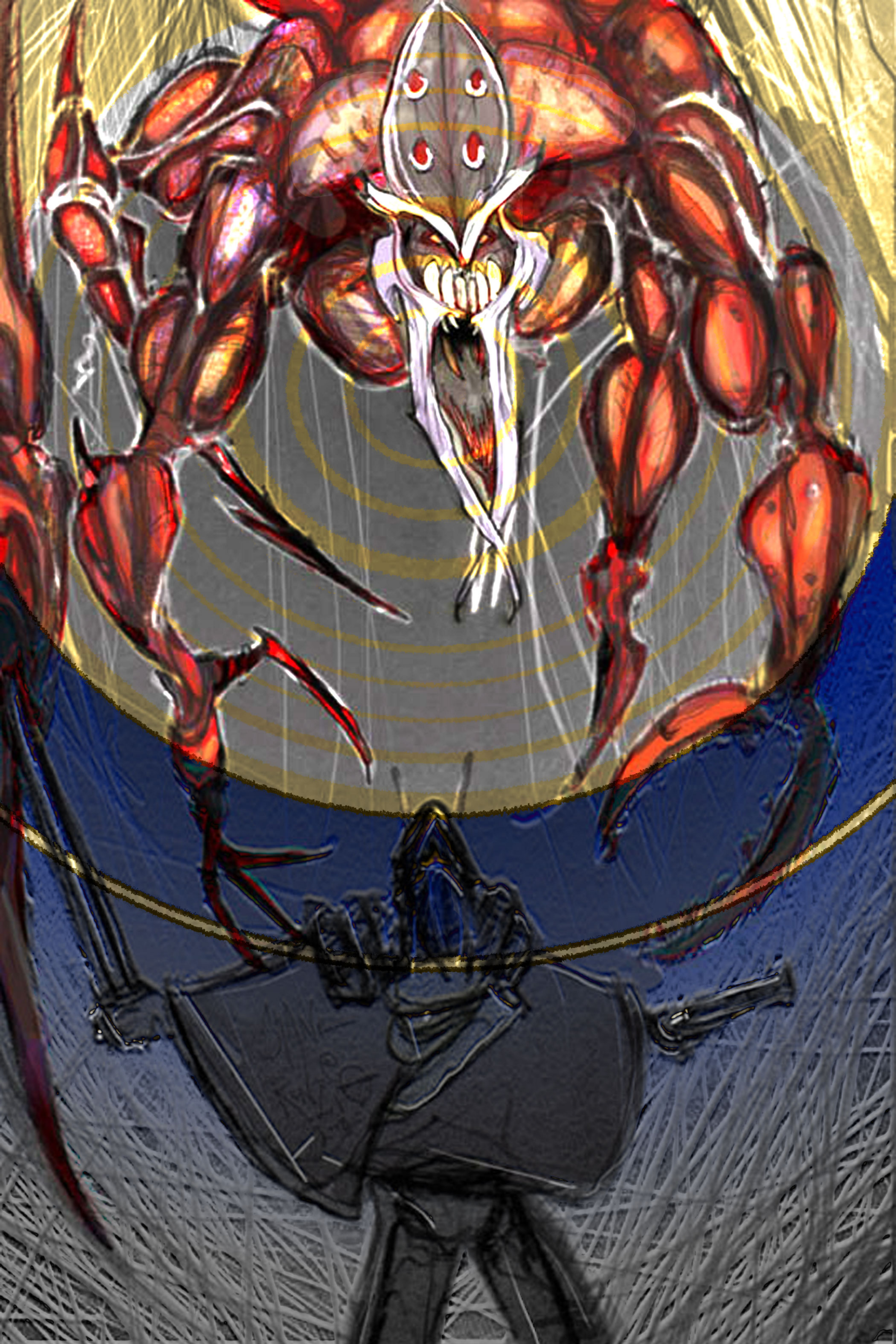
**No, that isn't True. Truth is, I am the right man, possibly the only man for this Quest. Still, that thing was a Nightmare...and I must go face more of them.**

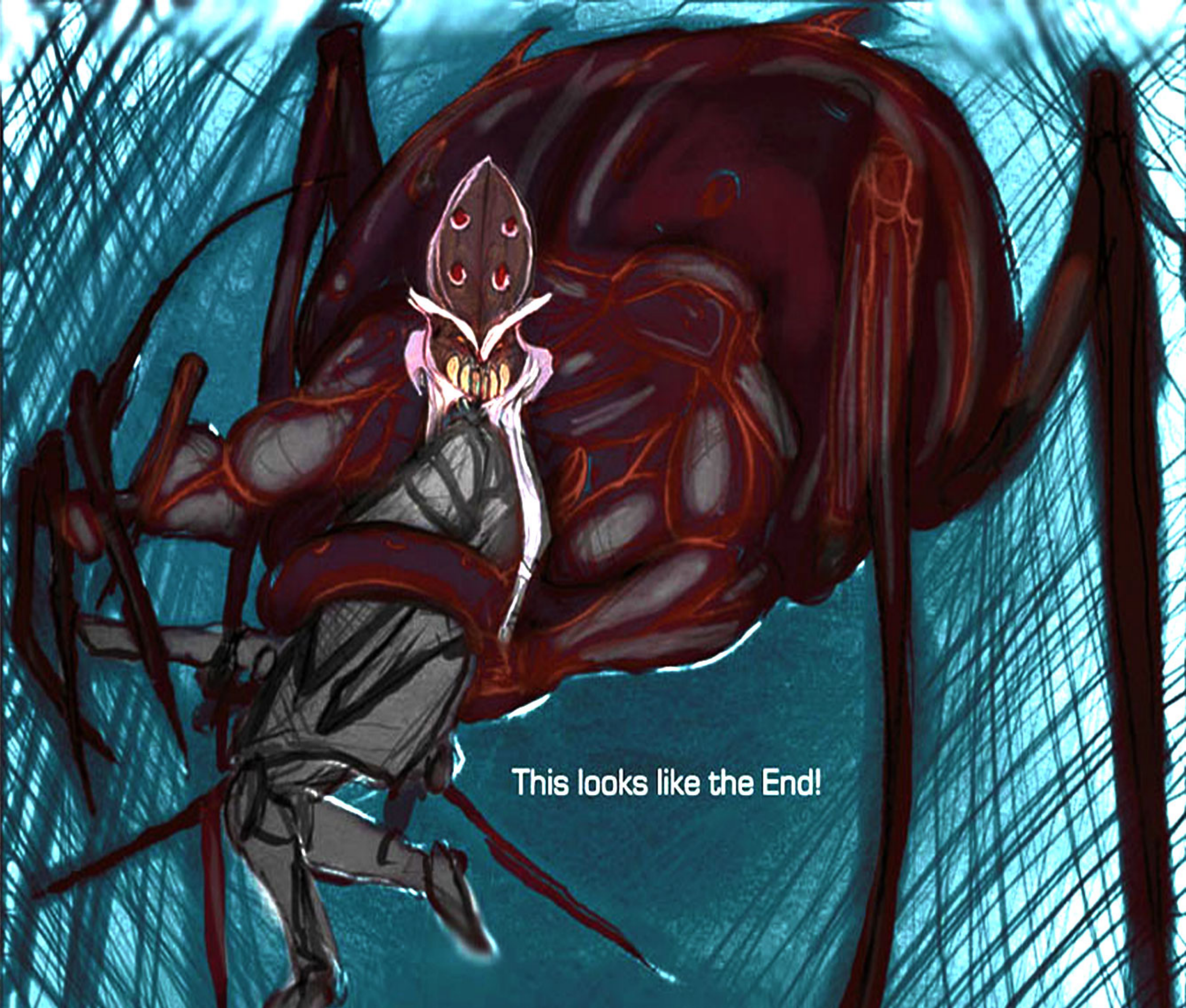
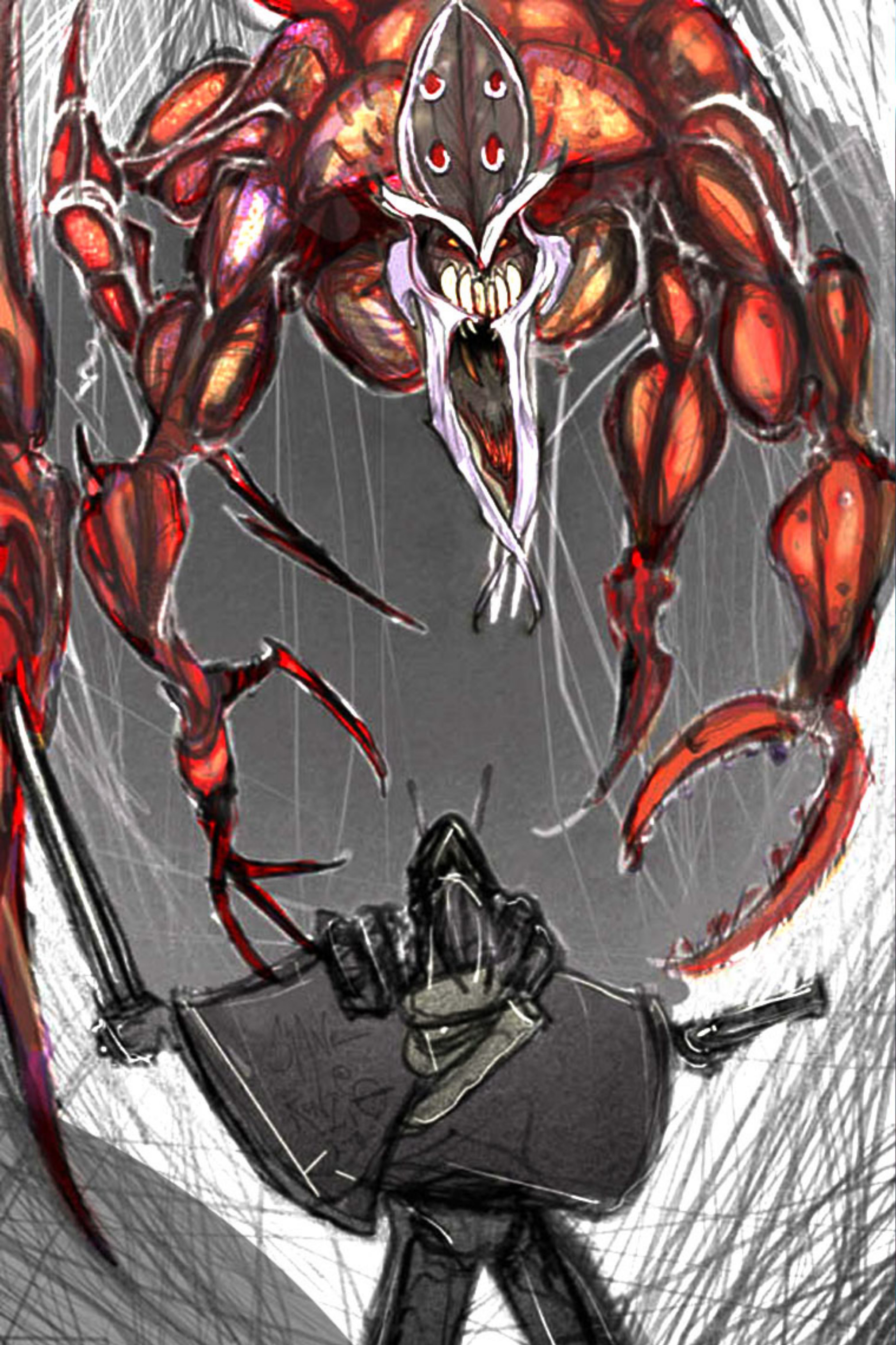


**It is too Quiet. Every step is darker than the last.**



**The air is filled with the smell of lichen and moss... and then there is another scent...dried old decay. I hear the outside world become silent as I enter the inner darkness of the Cavern. I hear... the sound of water drips echo as does the scurrying of unseen creatures lurking in the dark... Gun and sword are at the ready...I am not alone ...I am the Hunted.**

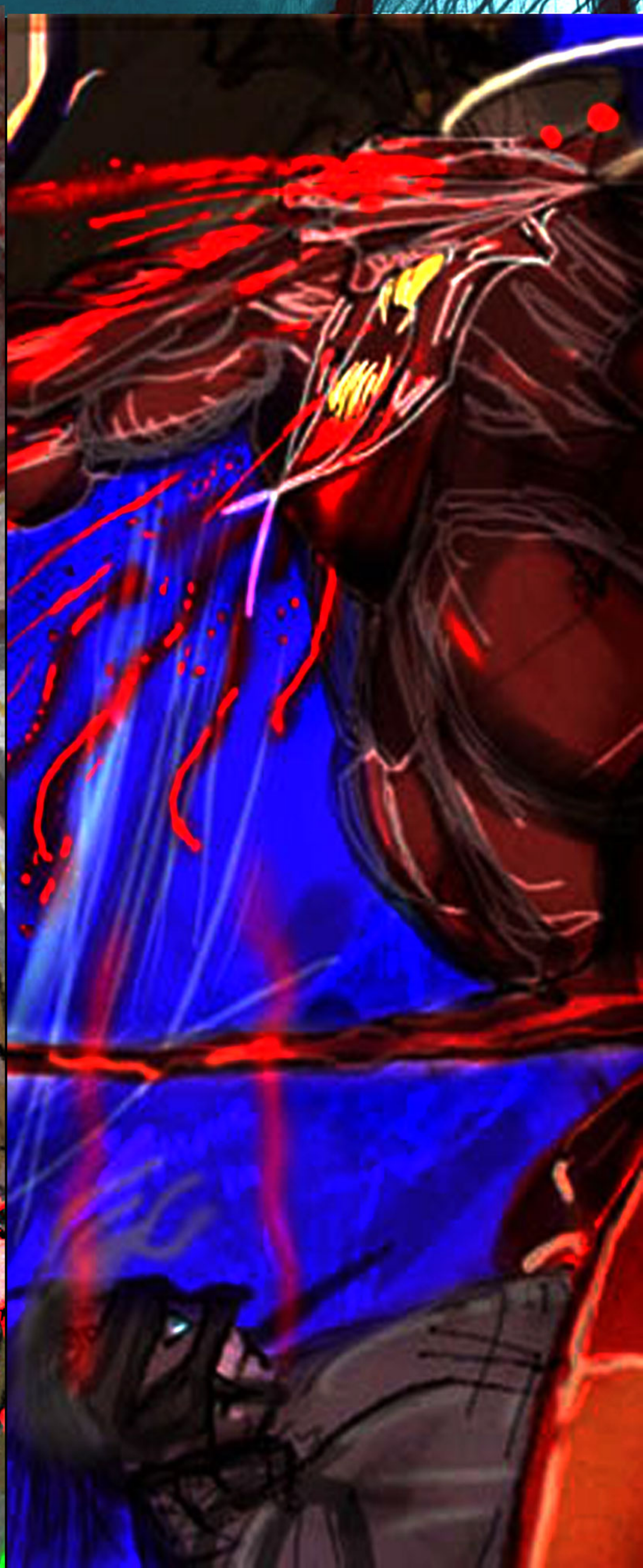




**I have read in European Medical Journals that people will block tragic experiences from their memory. If such a thing is true, I hope I never...**

**remember this...**

**especially the Smell.**





**Its deafening painful howl is bringing out more of these ...things.**







SPLICE THUD



I FALL DOWN...LET GRAVITY TAKE...  
SWORD...SPARKING...FALLING...HITTING  
STONE OF CAVERN FLOOR...IGNITION OF  
TRAPPED ...NATURAL GAS... VAPORS...

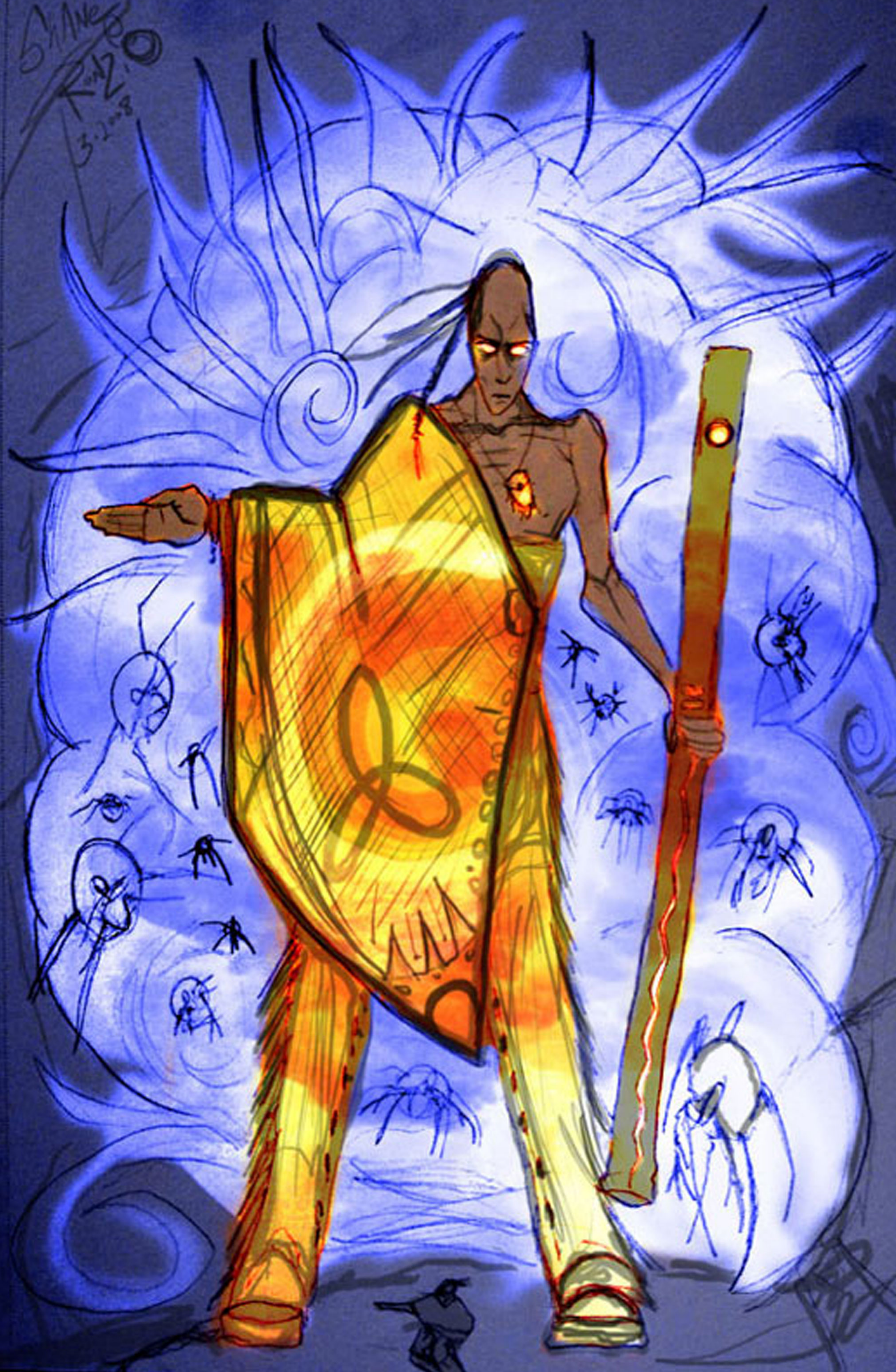
THE SPARK BLINDS ALL.  
HOLDING MY BREATH

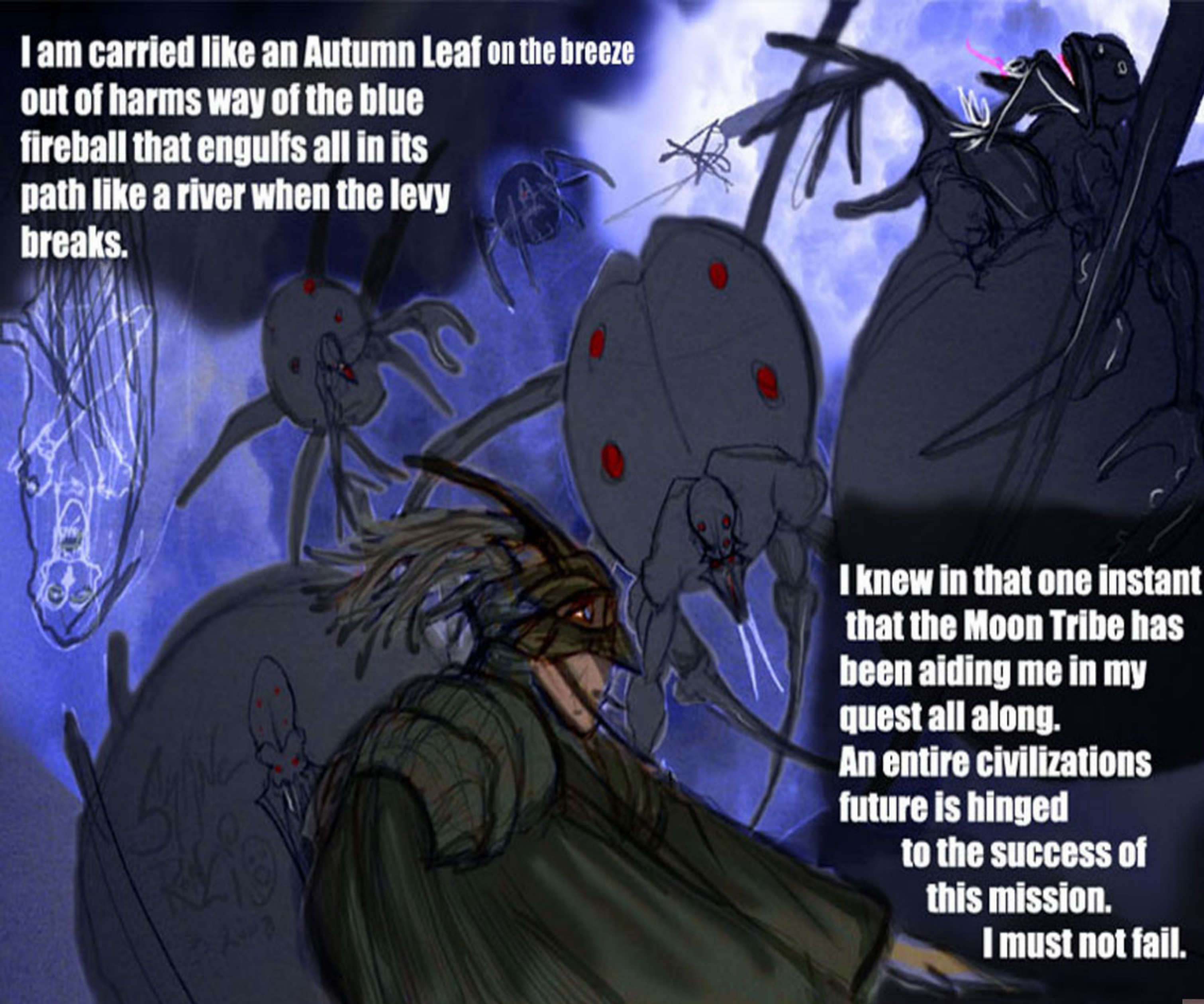
AIR TURNING HOT



BOOM!

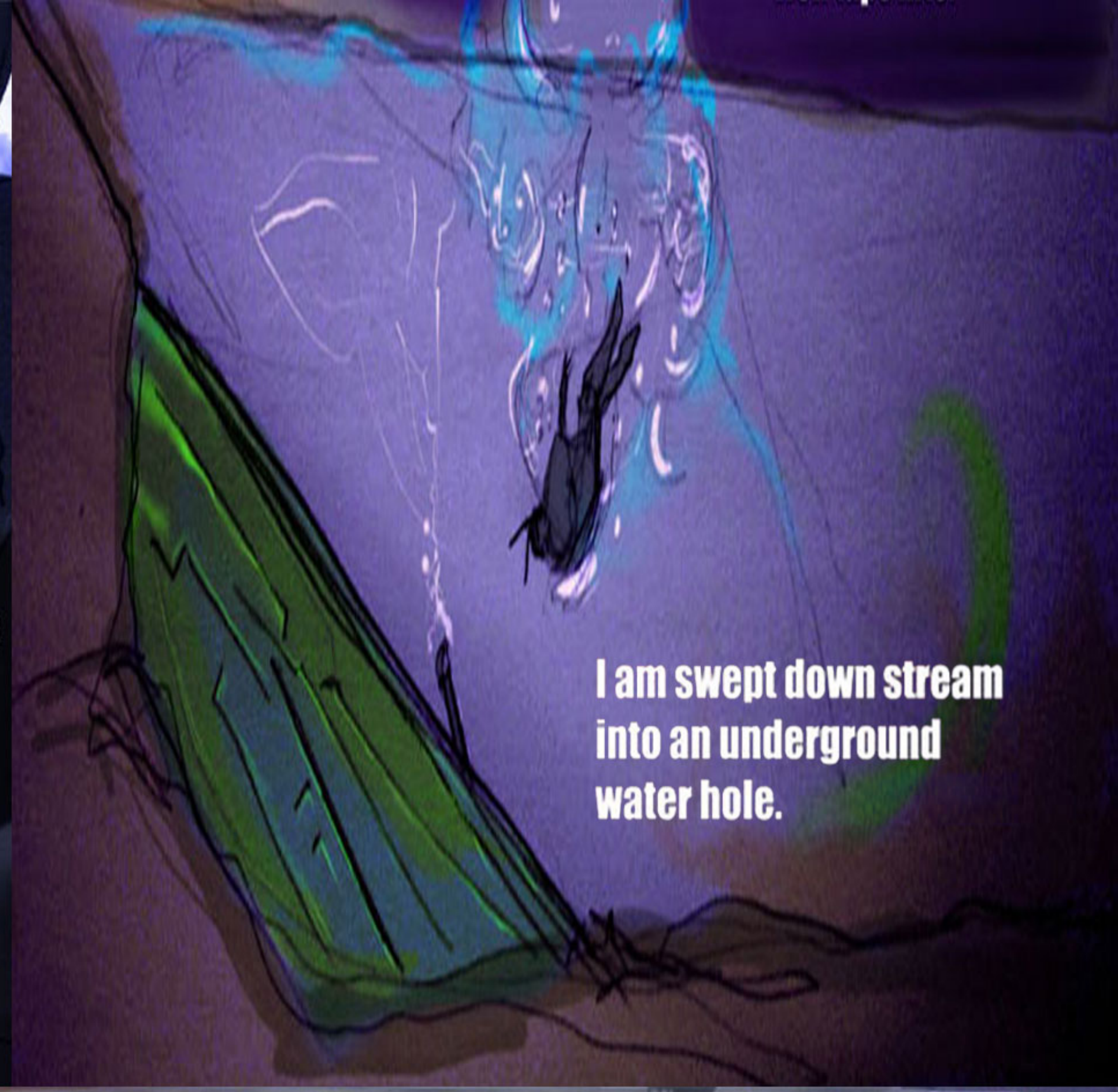
SHANE  
Katz  
3.2.04



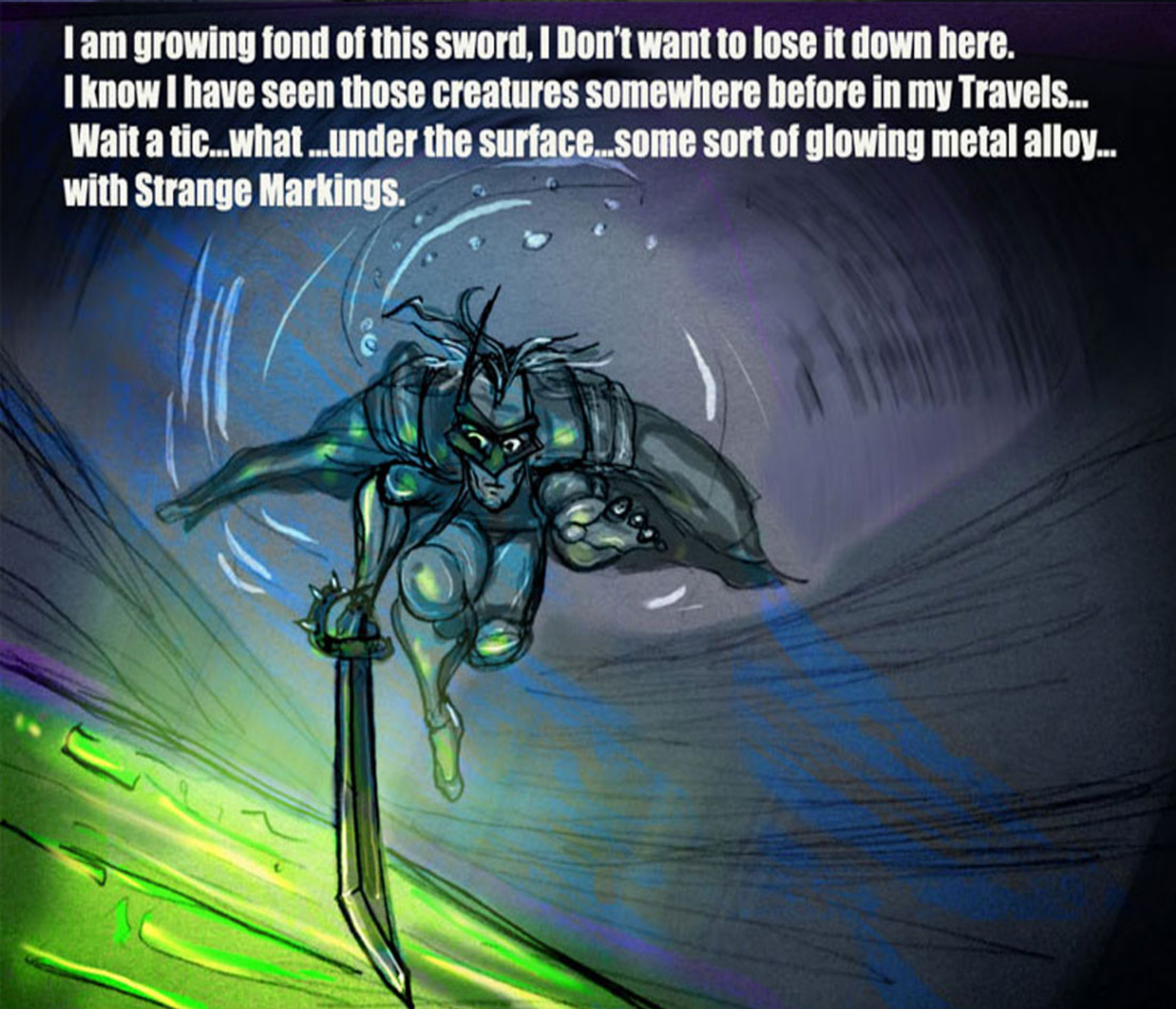


I am carried like an Autumn Leaf on the breeze out of harms way of the blue fireball that engulfs all in its path like a river when the levy breaks.

I knew in that one instant that the Moon Tribe has been aiding me in my quest all along. An entire civilizations future is hinged to the success of this mission. I must not fail.



I am swept down stream into an underground water hole.

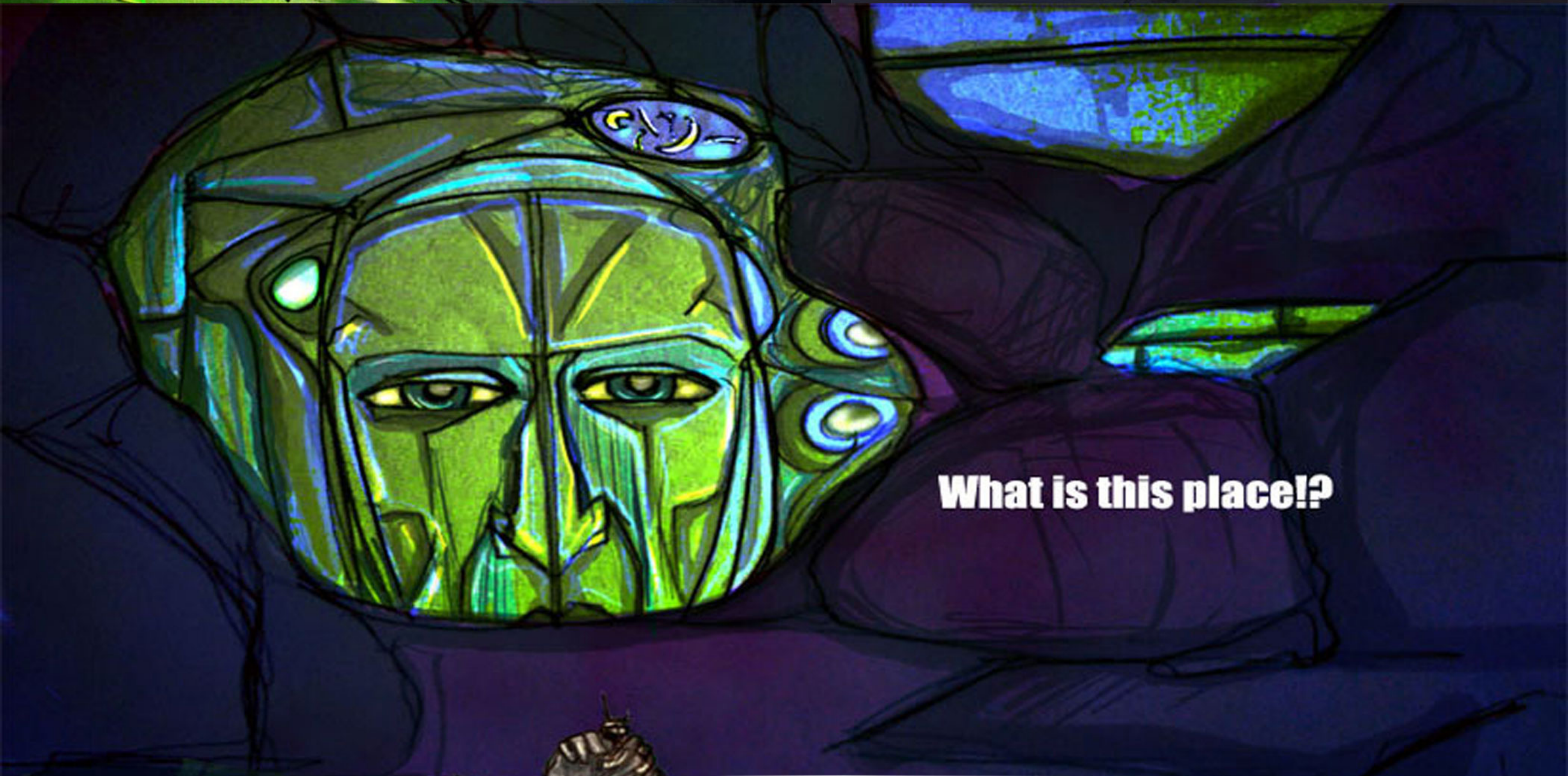


I am growing fond of this sword, I Don't want to lose it down here. I know I have seen those creatures somewhere before in my Travels... Wait a tic...what ...under the surface...some sort of glowing metal alloy... with Strange Markings.

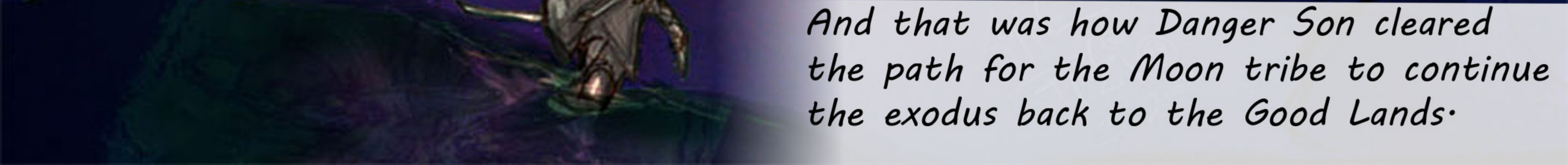


The air is filled with the stench of burnt spider creatures...

It is the pleasant smell of Survival.



What is this place!?



And that was how Danger Son cleared the path for the Moon tribe to continue the exodus back to the Good Lands.

**IT HAS BEEN DECIDED**



**DANGER SON, YOUR DEEDS ARE WORTHY AND WE WILL ASSIST YOU IN YOUR QUEST. YOU MAY USE OUR GATE TO WYZARDLUND, MAY THE GREAT SPIRIT GUIDE YOU ON YOUR JOURNEY.**





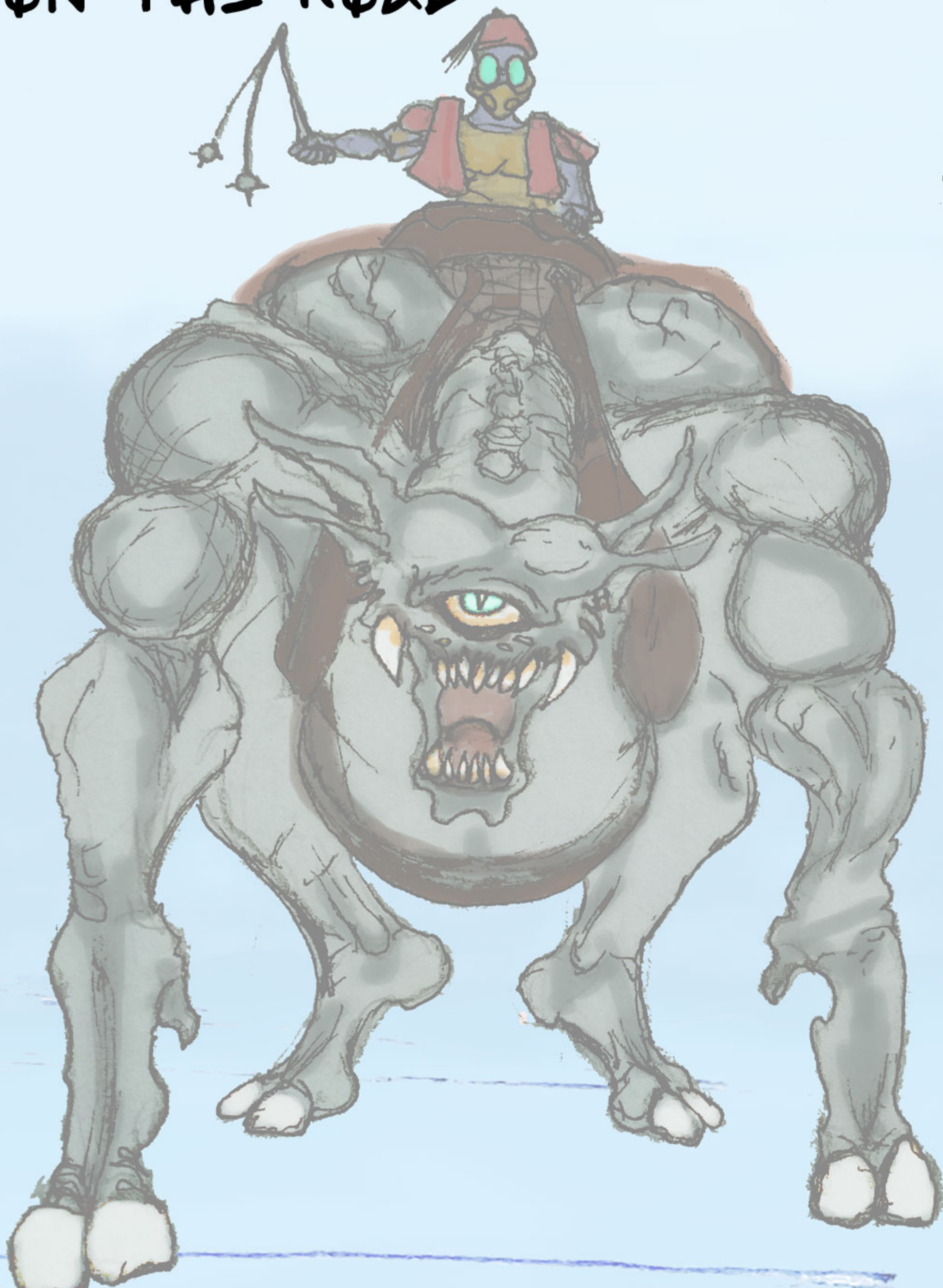
**I enter Wyzardlund through the Northern Portal, The Moon Tribe has a link gate to this portal, luckily, they let me use it...and gave me a special packet to guard against...magic powers. I do not pretend to understand it, however, I do have a cautious appreciation for their ways. It is working... keeping the Danger Suit from being affected by the strange energy of this realm. The Danger Suit is essential for this mission... I must find my cohorts and help them escape back to Nexxburgh ...and recover any stolen Travel Agency property as well. My only hope is that I am not too late. Even with the moon tribe packet providing me with a small zone of protection for my technology to work and also dampen my energy signature from being detected from any curious adversaries, I am still limited by other factors. I can not scan the terrain, because of some sort of unexplainable interference.**



**Some one comes this way.**



**YOU ON THE ROAD**



**This is it, I must  
fight my way through  
this world, Well  
then, so be it.**



You on the road, Move out of the way, this Ganf will eat any thing in it's path, don't you know any better!

**Just a Ganf Caravan, I read  
about them in the notes  
from Maximus about  
Wyzardlund, they take  
things from town to town,  
I will follow him  
...from a distance.**



**This Ganf  
Caravan  
moves at  
a steady pace...**

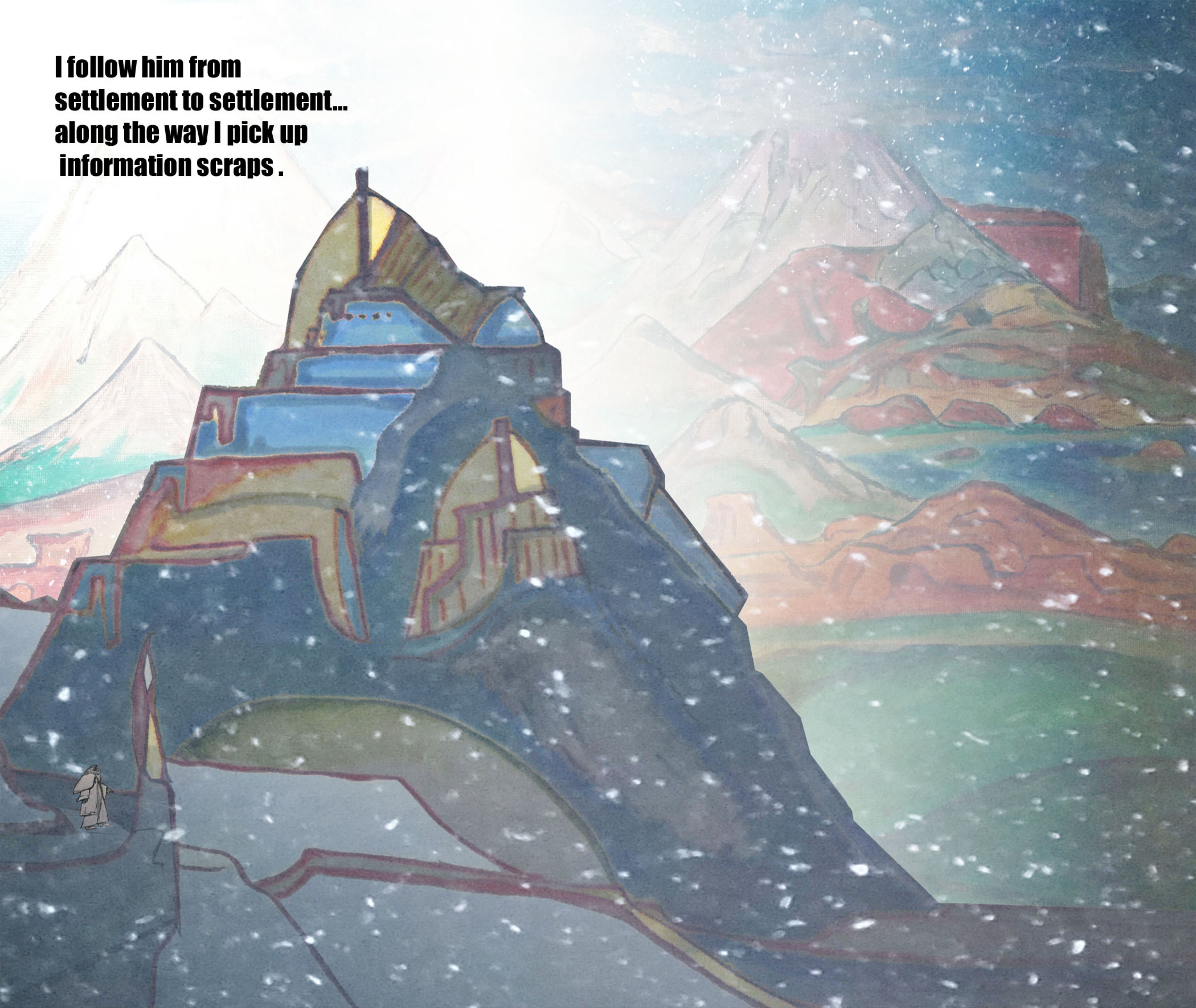


**..and I follow him.**





**I follow him from  
settlement to settlement...  
along the way I pick up  
information scraps .**





*Hello, Traveller.  
Would you care to use  
my lodgings?  
You look rather  
road weary, and the  
Singing Lady takes it's  
victims from the  
unrested first.*

**I am not in need of any rest  
right now, I thank you for  
your Hospitality.**



*Then know this,  
our mutual associate,  
Maximus, sends his  
regards.*

**Ah, yes, I recognize you now from  
Nexxburgh, he said that he had  
spies in this land. I don't know  
your methods, however, pass  
word back to Maximus that I am  
making progress slowly.**

**I suspect to find the others  
near the Eastern Sea shore near a  
settlement called the Sandcastle.**

*He has a message for you as well, your mission to disrupt the Industrium was a complete success.*



**Excellent.**

*Danger Son, do be careful, The Singing Lady could use your skills and the Danger Suit to overthrow much more than just Wyzardlund. If you hear the music of her song, take all caution, that is how the sleeping spell begins.*



**I ...must go. You be safe as well.**

# the Daily Dirt.

Mid Year, Day of the wind, 400th day of the year.

King Xard  
swears...Doom to  
all who fall into  
the sleep walker  
army.

By SCRIBUS O'PLENTY

Casualty rates rise as the war in the south continues to grow out of hand. Beware the dream of the singing lady, first signs of the sleeping sickness. Strange objects land off eastern sea shore, waves strike coast line. Possible work of the Southern uprising Other news... Spell patent office closes, says it is impossible to invent new spells. Mountain Herbalist invents new spell.

—Wyzardlund North edition of the Daily Dirt. Mid Year, Day of the wind 400th day of the year.

Strange objects  
land off eastern  
sea shore, waves  
strike coast line.

By SCRIBUS O'PLENTY

" There was a big Boom, then all of these Sparkin' fire balls came down out of the sky...One big one and ...oh, I'd say roughly 5 little ones" -Gastile Harrow, Algin Farmer ,Eye Witness.  
" Big Boom, then waves took over village, we all had run into hill lands, then wave went away. Village streets nice and clean now." Korok- Coast dweller

In what is suspected to be an attack by the southern uprising, a large fire ball was seen falling into the eastern sea. Praise King Xard for saving us from the attack. This would be the first strike at the main land since the Sleeping Army began to lash out with it's vile savagery. The South Lands burn as the Singing Lady gains momentum.

—Wyzardlund North edition of the Daily Dirt. Mid Year, Day of the wind 400th day of the year.

NO MORE  
SPELLS

By SCRIBUS O'PLENTY

Spell patent office closes, says it is impossible to invent new spells just as Mountain Herbalist invents new spell. "I can think of at least half a dozen new combinations that will get other results, as well." Mortimer Grandstaff, Herbalist

Possible Reopening of Spell Patent Office to be considered by review Board

—Wyzardlund North edition of the Daily Dirt. Mid Year, Day of the wind 400th day of the year.