PAGE 1

**Panel 1**

The Alchemist's masked face with a city skyline as the background.

His name is Mike Gitson. They call him The Alchemist.

**Panel 2**

He points his gun at an extra terrestrial creature which has invaded the city.

He used to be a crime lord, who turned over a new leaf. As a result, he now travels the world, hunting down rogue extra terrestrial creatures.

**Panel 3**

He is shown walking, with an explosion in the background

He doesn't possess any superpowers, nor follows moral codes. He only cares about three things- [Money](http://www.reddit.com/message/sent/?count=125&after=t4_vqadm); Fame; Respect.

**Panel 4**

He is shown standing with a plain white background

He uses pistols as his primary weapons; with an extensive arsenal of grenades, smoke bombs and ballistic knives to help him. While his sanity and methods might be questionable, the same cannot be said about his skills.

**Page 2**

**Panel 1**

The Alchemist is shown in his underground lab, sitting at a workbench. There are tables by the wall with chemical test tubes arranged neatly upon them.

Present day -

They call me insane and you know what, sometimes I agree with them. Since the day I put on the mask, I started forgetting who I really was. I became someone else. And there's no going back. There are times when I don't even remember my real name.

**Panel 2**

The Alchemist enters an elevator located at the end of the room. The walls are made of white marble with weapons and test tubes bolted to them. The floor is stone

The Alchemist is no longer a disguise. I am The Alchemist. Mike Gitson is not dead, but he sure as hell ain't alive either. I chose to become this thing. I let it consume me. I knew this would happen. What I didn't know was that I would be having second thoughts about it.

**Panel 3**

The elevator opens at a garage with a Cadillac Eldorado parked inside.

However, it isn't all that bad. I have things now; things which I used to want then. Money. Fame. Respect. Its just that these things are simply over rated.

**Panel 4**

There's a small house beside the garage which can be seen as The Alchemist drives out into the suburban landscape with a river in the distance and a bridge passing over it. There are a few trees here an there. Houses are not close together and the area has a lot of grass.

Normally, I would say these are the only three reasons I became a masked vigilante but there's more. Now, there's one thing that I seek: Redemption.

**Panel 5**

The car is shown and the surroundings are all a blur of colours. (Digital Effects?)

I've done bad things in the past. Things which I shouldn't have done.

Page 3

**Panel 1**

The car is shown drifting across a corner with a superhuman being standing in front. The superhuman has an aura of red surrounding him and his eyes gleam blue. There's a snigger on his face. His skin is white, with the eyes gleaming black. His clothes contrast to his skin colour. The rest of the surroundings are still a blur

How many times will I have to kill him until he stops coming back. I've sent him down to hell so many times that he probably became friends with the devil by now.

**Panel 2**

\*The car comes to a halt in the middle of the street and The Alchemist can be seen coming out from it. The superhuman's hands are raised and skeletal figures can be seen rising out of the ground. The Alchemist has his pistols in hand. There are buildings to each side and no one else on the street.

"How many times do I have to kill you before you die?" -Alchemist

"Is that any way to greet an old friend?!" -Superhuman (Shall we call him Anarchy?)

**Panel 3**

The skeletal figures run towards The Alchemist as he jumps up and starts shooting at them. Meanwhile, the superhuman raises a skeletal mount (bird/dragon) for him to ride on.

"It's really not fair you know. I send you to hell but you just keep coming back. Why not just appreciate it and simply stay there?" -The Alchemist

"Because you're just too much fun for me to miss out on." -Anarchy (Name subject to change if anyone has anything better)

**Panel 4**

The Alchemist kicks one of the skeletons in the chest as the superhuman's mount takes up to the sky

He calls himself Anarchy. He's been here since the very day I took on the mask and each time I defeat him; he keeps coming back, only stronger than before. It haunts me that a day will come when I just won't be able to take him down anymore.

**Panel 5**

The Alchemist bends backwards (Matrix style) as the skeletal bird tries to swoop down and grab him.

Thankfully though; today will not be that day.

**PAGE 4**

**Panel 1**

The Alchemist turns around and fires a bullet at the bird as it heads back at him.

Speech: And back to hell you go. -Alchemist

**Panel 2**

The bullet explodes inside the skeletal bird, tearing it apart with bones flying. The superhuman is falling to the ground.

**Panel 3**

The superhuman is shown getting up from his knees. There are bones scattered everywhere on the floor. Blood runs down the edge of his lip.

Not dead yet. Surprised.

**Panel 4**

The Alchemist shoots bullets at the superhuman who is rushing at him.

"You shot my birdy. Now you pay." -Superhuman

**Panel 5**

The bullets deflect off the superhuman as he approaches The Alchemist. The Alchemist drops his guns.

Invulnerability. Interesting. Wonder, where he got that one from.

Page 5

**Panel 1**

The Alchemist dodges as the superhuman tries to punch him

It's coming down to a fistfight?

**Panel 2**

The Alchemists foot sweeps the superhuman, making him fall to the ground.

I could live with that.

**Page 10(NEW FORMATTING STARTS HERE)**

**Panel 1**

The Alchemist kneels down beside the superhuman, a ballistic knife in hand

"Nighty Night"

**Panel 2**

As the Alchemist is about to stab the superhuman, the superhuman grabs hold off his hand and attempts to push him back

"Not so fast"

***Please make the second panel smaller than the first and overlapping. So the second would not show Summoner and Alchemist’s face; just their hands.***

**Page 11**

**Panel 1**

The superhuman pushes Alchemist back, sending him shooting into a wall (Can be split into two-three panels. your wish.) as he tries to regain his balance.

**If you could make the formatting for this page like the last with one main panel and an overlapping, that wold be awesome. Thanks man.**

**Page 12**

**Panel 1**

The Alchemist bashes into the wall as the superhuman pummels his fist into his other hand. The street is cluttered with bones and bullets.

That hurts.

**Panel 2**

The superhuman heads back towards the Alchemist who is laying on the floor, the sleeve of his suit being torn. Blood rolls down from his head. The wall is slightly cracked (trying to keep it fictionally realistic. The Alchemist did not go through the wall.)

Still can’t believe he got me.

**Page 13**

**Panel 1**

The Summoner picks up Alcemist by the neck staring him down the eye. The Alchemist’s mask has a slight tear near his eye, making his skin visible.

Oh crap.

Speech: And the great Alchemist shall finally yield.

**Panel 2**

The Alchemist tries to separate The Summoner’s hands from his neck while swaying back with his leg (He’s about to kick him in the next panel).

Whoever told you that.

**Page 14**

**Panel 1**

The Alchemist kicks The Summoner in the chest (which is why he swung his legs) making him fall back (not literally) and breaking his hand apart from the Alchemist’s neck. (Split it into two panels if you want!)

It’s been fun, mate.

**Page 15**

**Panel 1**

The Alchemist produces a pair of ballistic knives from his side pockets and aims them at the Summoner.(You can split this into half panels such as this:) One with the Alchemist showing his ballistic knives and the other with the Summoner.

**

**Page 16**

**Panel 1**

The Alchemist shoots the ballistic knives into the Summoners heart (The ballistic knives will be shown numerous times in the same panel similar to like when Flash is running).

**Panel 2**

This will be another half panel split. The first half shows the Summoner falling to the ground and the second half shows him on the ground with a knife piercing through his heart. Alchemist’s shadow is shown falling on the Summoner. The knife isn’t plain. It has an elegant inscription on the handle saying The Alchemist in small caps.

But all good things have to end.

**Page 17**

**Panel 1**

A large panel with a birdseye view of the alleyway with the Alchemist standing at the foot of the Summoners dead body. There should be signs that wind is blowing. The Alchemist’s trench coat can be swaying up a bit. Feel free to add an autumn leaf flying in the air.

**Page 18**

**Panel 1**

The Alchemist is shown on the top of the building, sitting at the edge as his legs hang down. It is night time; quite a few stars can be seen in the sky. A single lamp glows in the street. Make sure that the condition of Alchemist’s suit and mask are the same as they were after the fight. It shouldn’t be like he went home changed into another suit and mask and came back to sit on the top of a building.

He’s here. I can sense him.

**Page 19**

**Panel 1**

It’s the same drawing as the last one, except a shadow can be seen beside the Alchemist. The shadow is basically like a 2D figure which is standing upright. It doesn’t behave like a shadow. Think of a man standing at the edge of a building and then replace the man with a shadow. There are a few other minor changes as well. The streetlight is dimmer. Of course this will be done by colouring effects so you don’t need to worry about that. As mentioned above, it would be suitable if you could add signs of the wind blowing; The Alchemist’s trench coat, a leaf in the air, a small tree being swayed, something like that.

Speech: Nice to meet you

Shadow Shifter, is it?

**Panel 2**

This is a fairly distant view of the scene. Like as if it’s a picture being taken from a building opposite to the one they are on. We should be able to see them as well as the lower part of the building where there are windows. The Alchemist is shown standing up. Shadow Shifter has turned sideways so we can see that he is a two dimensional figure.

So the great Alchemist has, in fact heard of me.

What brings you to my city?

**Page 20**

**Panel 1**

The same scene is shown but through binoculars, therefore (obviously) showing that someone is watching them. Shadow Shifter is changing to his normal form so his lower body is still shown as a shadow while his upper body is shown as a human. He is wearing his costume as described in the character description. The binocular shouldn’t be zoomed in too much and should provide space for a speech bubble to be added

There’s a killer on the road. I need to kill him.

**Page 21**

**Panel 1**

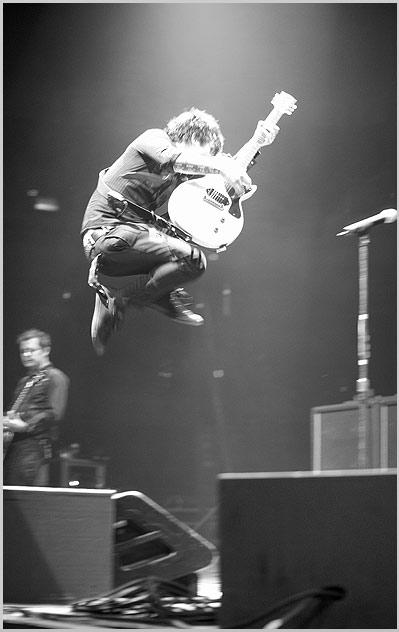
The back of the man with the binoculars can be seen, so the view is from his perspective. He is dressed in an Assassins creed style cloak. The Alchemist and Shadow Shifter are visible in the distance however none of their facial features can be seen. It’s just plain black. So you only need to draw their body shape. Behind them a skyline can be seen.

I could take care of that myself, you know.

I wouldn’t want anyone else taking my kill though, would I?

**ISSUE ENDS HERE**

Page 9

This page is going to consist of numerous panels which would be small in size. You could draw them big and then we would reduce the size. There won’t be any writing in the whole page so don’t worry about leaving space. It’s basically gonna be a parkour page. Alchemist and Shadow will be leaping off buildings, swinging from poles; basically what Spiderman does but more elegantly. You don’t have to arrange it in panels. You can just draw them out separately and I’ll arrange it. I was hoping for about 7 panels. The first one would show them on the building. You don’t have to draw this. I’ll just use one from the previous page. The second panel would show Shadow swinging from a pole and Alchemist jumping from one roof to another. The third panel (essentially three panels)would stretch from the top of the page to the bottom of the page and would show them doing a leap of faith. The fourth would show them in the air. Shadow would be soumersaulting and Alchemist would have his legs folded. He would look like this: ** The fifth panel would have them gulping down soda. The sixth would have Alchemist and Shadow running through an under construction building and the last one would have them knocking at the door to a mansion which is Alchemist’s house.

Page 10

**Panel 1**

The door is shown

**Panel 2**

Alchemist and Shifter are shown

**Panel 3**

Alchemist kicks the door in. Split this into two panels if you want

Shifter: Don’t you carry a key or something?

**Panel 4**

Both of them enter the house. Just keep in mind, the house is very big. There are no carpets. The flooring is marble. There is a hallway in front leading to well a big hall and to the left there is a staircase. The lights are all on so it is fairly bright.

Alchemist: I’ll be but a moment.

**Panel 5**

Alchemist heads up the stairs and Shifter goes through the hall. All the lights upstairs are on as well

Page 11

**Panel 1**

Alchemist crouches down on the top step and looks to the right.

**Panel 2**

The lights go out.

**Panel 3**

Black

Alchemist: Infra Red

**Panel 4**

A first person view through the Alchemist’s infra red goggles.

Page 11

**Panel 1**

Shifter is seen in shadow form downstairs. His shadow is darker than the room with no light at all. So, the room would be grey and his shadow would be black

Shifter monologue: I can see in the dark

**Panel 2**

This is through Shifter’s view. He can see in the dark; not like very clearly but..Actually I’ll leave you to have at it. My explanation skills would probably just confuse you.

Voice out of nowhere: So can we.

**If this page gets drawn, so gonna get it as a poster for my wall xD**

Page 12

The above panels show that the ‘voice out of nowhere’ can read Shifter’s mind and that is true to some extent.

**Panel 1**

Alchemist’s infra red goggles show two figures; one standing a few metres from him and another on the ceiling clinging like the ninjas do.

Alchemist monologue: