

AMAZING
ADVENTURES

MARVEL COMICS GROUP™

14
SEPT 20¢
02487

AMAZING ADVENTURES™
FEATURING



THE BEAST

APPROVED
BY THE
COMICS
CODE
AUTHORITY

Featuring: THE
PULSE-POUNDING POWER
OF IRON MAN!

THE MURDEROUS
MENACE OF--
QUASIMODO!

THE
HUNT IS
ON--FOR THE
BEAST!



BEHIND THE MASK--A MONSTER!

THE BLUDGEONING BEAST!™

THE VAMPIRE MACHINE

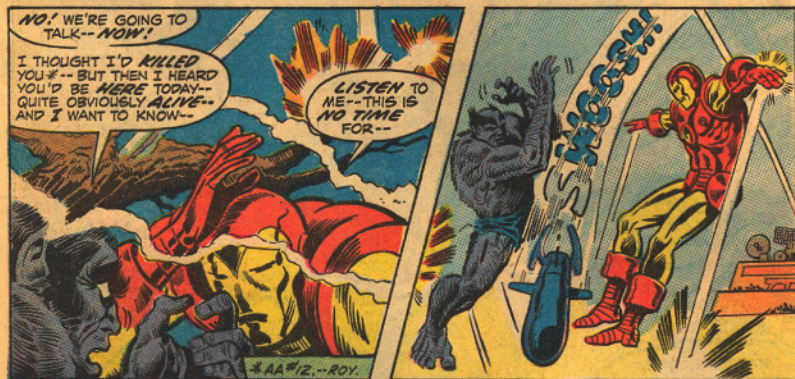
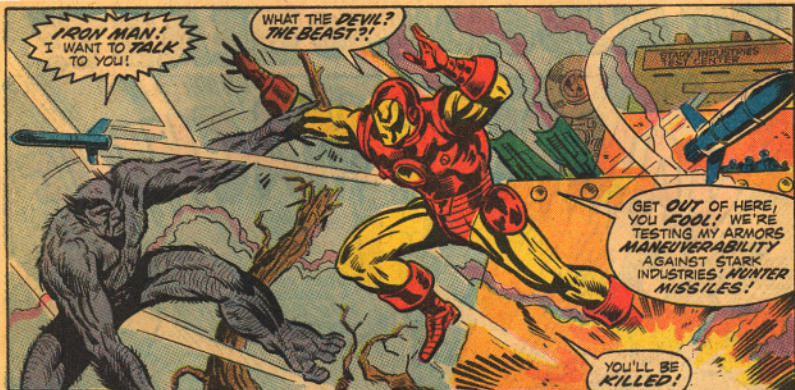


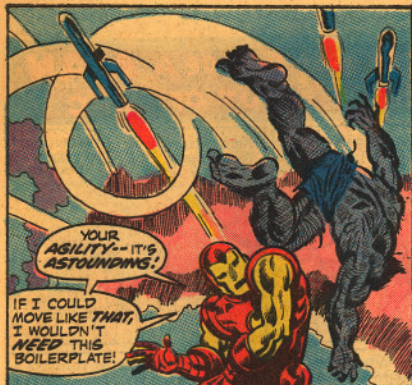
STAN LEE
PRESENTS:

A MASTERPIECE OF
MOUNTING MENACE BY:
STEVE ENGLEHART
WRITER
and
TOM SUTTON
ARTIST

EMBELLISHED BY:
JIM MOONEY
LETTERED BY:
JOHN COSTANZA
EDITED BY:
ROY THOMAS

AMAZING ADVENTURES is published by MAGAZINE MANAGEMENT CO., INC. OFFICE OF PUBLICATION: 625 MADISON AVENUE, NEW YORK, N.Y. 10022. Published bi-monthly. Copyright © 1972 by Magazine Management Co., Inc. Marvel Comics Group, all rights reserved 625 Madison Avenue, New York, N.Y. 10022. Vol. 1, No.14, September, 1972 issue. Price 20¢ per copy. 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. Printed in the U.S.A. by World Color Press, Inc., Sparta, Illinois 62286. Subscription rate \$2.75 for 12 issues. Canada \$3.25. Foreign \$4.50.





YOUR AGILITY--IT'S ASTOUNDING!

IF I COULD MOVE LIKE THAT, I WOULDN'T NEED THIS BOILERPLATE!



SOFT SOAP IS NOT **REQUIRED**, I.M.! WE WERE **ENEMIES** BEFORE--

--AND THOUGH THEY'VE **TURNED OFF** THE MISSILES, TIMES DON'T SEEM TO HAVE **CHANGED!**

YOU'RE **WRONG**, BEAST.

HOLD IT, MEN.



IT'S **OKAY**, IRON MAN! I CAN SEE HE'S **RUNNIN' RINGS** AROUND YOU--

BLAM!!

--BUT I'LL GET HIM!



YOU **STUPID**-- YOU'VE **SHOT HIM!**

ARRGHH!



UHHH?... I WOULD HAVE **THOUGHT** THAT YOU'D **REMEMBER** MY **MANIC METABOLISM**--

--HOW I **RECOVER** FROM WOUNDS **ALMOST INSTANTLY!**

HE'S... **NOT HURT!**



BEAST--YOU'RE A **GRAVE MAN** TO RUSH IN HERE LIKE THAT. I'LL **HELP** ANY WAY I **CAN**.

BUT ALL I KNOW IS THAT WE WERE **FIGHTING**--WHEN YOU SUDDENLY WENT INTO A **TRANCE**...

...AND THEN RAN OFF YELLING I WAS **DEAD**.

I DIDN'T **PURSU**E YOU, BECAUSE I COULD **SEE** YOU WERE A MAN WITH **PROBLEMS**-- PROBLEMS YOU HAD TO **OLVE YOURSELF**.

DOES THIS **HELP** SOLVE THEM?

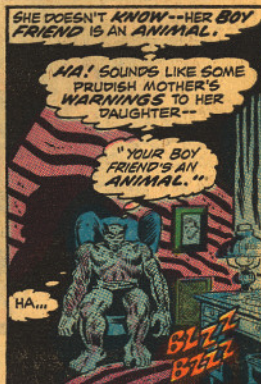


NO--AND I'M NOT EVEN **CLOSE**.

BUT YOU JUST CALLED ME A **MAN** TWICE--AND **THAT HELPS**.

IF IT **MEANS** ANYTHING, I CALL YOU--**FRIEND**.

'BYE.





THE LOCK CLICKS BACK... AND ALMOST BEFORE HE CAN SHOVE HIS PAWNS DEEP INTO HIS POCKETS, SHE RUSHES IN.

HANK! IT'S SO GOOD TO SEE YOU!

I'VE BEEN SO WORRIED!

MR. GRANT AND CAPTAIN BAXTER SAID THAT TERRIBLE BEAST-THING MIGHT HAVE HURT YOU!

THEY CAME TO LOOK FOR YOU--AND YOU WERE GONE!

OH, HANK--I COULDN'T HAVE STOOD IT IF YOU WERE IN TROUBLE!



NO, I'M... I'M FINE.

WELL, ACTUALLY, I DO HAVE A PRETTY BAD COLD-- BUT THERE'S NO BEAST AROUND HERE.



YOU POOR BABY. I KNOW JUST WHAT TO DO FOR COLDS.

HERE--LET'S GET YOU OUT OF THAT ROBE, AND I'LL MASSAGE MEDICATION ALL OVER YOUR TUMMY.

--AND I'LL TOSS IN A KISS-- AS AN INCENTIVE TO GET WELL FAST!



NO! NO! I'M TOO CONTAGIOUS!

YOU'LL CATCH IT, TOO! KEEP AWAY!



WELL... ALL RIGHT. I'LL... LEAVE THEN.

NO-- NOTHING...

IS THERE ANYTHING--?

NOTHING...

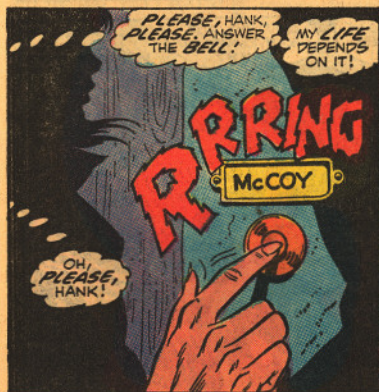
AT...

ALL...

CONTINUED AFTER NEXT PAGE



RAGING, SNARLING-- NOT UNLIKE A SAVAGE BEAST-- HANK MCCOY RIPS HIS MASK TO SHREDS IN A PAROXYSM OF NAKED FEROCITY.



20 MINUTES LATER...

THINGS LOOK
QUIET ENOUGH.
IT SHOULD BE
SIMPLE TO SLIP
IN, OBTAIN MY
DISGUISE, AND
STEAL OUT
AGAIN.

A QUICK
LEAP OVER
THAT
SIGN--!

NO ADMITTANCE
DANGER!
ELECTRIC
FENCE
BRAND CORP.



THE BEAST!
IT'S THE
BEAST!

HE'S BACK! SOUND
THE ALARM!

SHOOT
HIM, BOYS!

RATATATAT

BUDDA BUDDA

PLONG

THERE'S NO
PLACE LIKE
HOME!

KRAK
KRAK
BANG

GOLLY,
BUZZ, IT SURE
IS NOISY
TONIGHT!



THERE HE
GOES,
MEN!

GET HIM, BUT
SHOOT TO WOUND
ONLY!

OH,
GOLLY!





MADE IT--BUT
I MUST BE COSTING
THEM A FORTUNE
IN BROKEN
WINDOWS!



HE SCAMPERED
INTO THE LAB
BUILDING!

TEN OF YOU MEN GET
ON THE ROOF!
FIFTEEN MORE
AROUND TO THE
BACK!

WE'LL SEAL
UP THE EXITS
AND GO IN
AFTER HIM!



ANY SIGN
OF HIM UP
THERE,
SERGEANT?

NO, SIR!
NOTHING!



HE LOOKED SO
FEROCIOUS--
SO STRONG!

PAT, GO ON
HOME, WILL
YOU? THIS IS
A MAN'S
WORK.



HAVING
A LITTLE
DIFFICULTY
HERE,
CAPTAIN?

MCCOY?!

WHAT THE
HECK ARE YOU
DOING HERE?



ME,
CAPTAIN?

WHY, I
WORK
HERE.



THE GUARDS AT THE GATE
WERE ALL RUNNING IN THIS
DIRECTION, SO I WANDERED
OVER TO SEE THE EXCITEMENT.

WANDERED--?
MISTER, DON'T
YOU KNOW
WE'VE BEEN
LOOKING
FOR YOU SINCE
YESTERDAY?

WHERE
HAVE YOU
BEEN?

WHO ARE YOU TO ASK, CAPTAIN?

I'M **BAXTER**, U.S. AIR FORCE SECURITY-- THAT'S WHO!

BLAST IT, HOW CAN YOU BE SO CALM?



LISTEN, McCOY, WE THOUGHT THAT SO-CALLED **BEAST** HAD MADE OFF WITH YOU. WE WERE VERY CONCERNED ABOUT YOUR WELFARE. WE--

GOOD EVENING, MRS. BAXTER. TROUBLE?



HANK?! HOW CAN YOU BE HERE?

OH MY SAINTED AUNT! JUST WHAT I NEEDED!

I LEFT YOU AT YOUR APARTMENT NOT MORE THAN HALF AN HOUR AGO!

UMMM... I... YOU SAID PEOPLE WERE LOOKING FOR ME, SO I WANTED TO LET THEM KNOW WHERE I WAS.



RIGHT AFTER YOU LEFT, I BUNDLED UP AND HURRIED OVER.

WELL, I DID TAKE MY TIME ABOUT DRIVING BACK, BUT STILL...

WHAT DO YOU WANT FROM ME, LINDA? I'M JUST TRYING TO HELP.

I GOT UP OFF A SICK BED, REMEMBER?

NO TRACE OF THE BEAST AS YET, SIR!



IF ALL THIS ACTIVITY IS TO CATCH THAT MONSTER, CAPTAIN, DON'T YOU THINK YOU'D BETTER GET BACK TO IT?

I'M NOT SO SURE, McCOY.

I WAS WORRIED ABOUT YOU BEFORE, BUT THERE'S SOMETHING FUNNY GOING ON HERE.

I'VE GOT SOME QUESTIONS FOR YOU, MISTER!



OH, BUZZ-- DIDN'T YOU HEAR MR. McCOY SAY HE'S ILL?

DON'T BULLY HIM NOW.



CONTINUED AFTER NEXT PAGE

FATSY--
SHUT UP!

McCOY--I
WON'T ASK
YOU AGAIN--

WHERE--
HAVE--
YOU--
BEEN?

IT HAPPENS IN BAD MOVIES ALL THE
TIME: THE HERO, CAUGHT IN A WEB
OF DECEIT, USES HIS GIRL FRIEND
AS AN ALIBI, KNOWING SHE'LL STEP
NIMBLY IN AND **BACK HIM UP.**

ACTUALLY,
CAPTAIN... I'VE
BEEN WITH
LINDA.

WHAT ARE YOU
TALKING
ABOUT, HANK?

THAT'S
NOT
TRUE!

ALL RIGHT, MISTER--
THAT **SINKS** IT!

YOU'RE COMING
WITH ME FOR
QUESTIONING,
AND I'M GONNA
FIND OUT WHAT
YOU'RE **LYING**
ABOUT!

**CAPTAIN!
CAPTAIN
BAXTER!**

I **SAW** HIM! THE
BEAST! OVER
ON THE OTHER
SIDE OF THE
PLANT!

OKAY, McCOY--YOU GET
A **REPRIEVE--** BUT
IT'S **ONLY** A REPRIEVE.

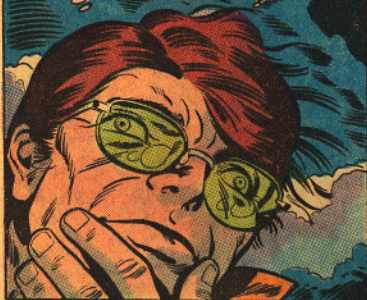
I WANT TO SEE
YOU IN MY OFFICE
AT 9 O'CLOCK
TOMORROW
MORNING!
NINE O'CLOCK!

IF YOU'RE
NOT **THERE,**
YOU'D BETTER
BE A **FAST
RUNNER!**

LET'S GO,
MEN! WE'LL GET
THAT MONSTER
THIS TIME!

THE BEAST? HOW COULD THEY HAVE SEEN THE BEAST?

WHAT IN THE WORLD IS GOING ON AROUND THIS PLACE?



HOW DID THINGS GET SO WRONG SO FAST? JUST THREE HOURS AGO I WAS CLEARED OF MURDER, I HAD A GIRL FRIEND...



I WAS STILL A BEAST, BUT I'M SURE I CAN BEAT THAT, GIVEN ENOUGH TIME TO EXPERIMENT.

WHAT IS HAPPENING TO ME?

HANK--?

HANK, I'M SORRY...



FORGET IT, LINDA. JUST FORGET IT... AND LEAVE ME ALONE.

HANK, PLEASE. I COULDN'T LIE TO AN AIR FORCE OFFICER.

TRUE ENOUGH! I DO LOVE MY COUNTRY, YOU FOOL-- BUT IT JUST HAPPENS THAT IT'S NOT AMERICA!

I LOVE MY COUNTRY!



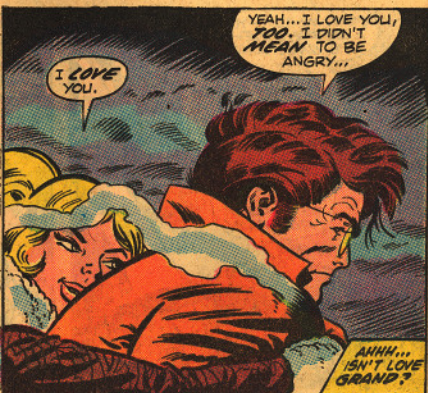
PLEASE, DARLING. I'M SURE YOU HAVE A GOOD REASON FOR EVADING THE TRUTH.

YOU'LL BE CLEARED! I HAVE FAITH IN YOU!



I LOVE YOU.

YEAH... I LOVE YOU, TOO. I DIDN'T MEAN TO BE ANGRY...



ANNN... ISN'T LOVE GRAND?

THE SNIDE REMARKS ARE FOR YOUR EARS, MARVELITE--NOT HANK'S, FOR HE WOULD NOT BELIEVE. HE CANNOT SEE THE VIPER LURKING INSIDE THAT SOFT FORM HE CALLS BEAUTIFUL. LIKE ALL OF US, AT ONE TIME OR ANOTHER, HE IS A MAN IN LOVE. "AND THEREFORE IS WING'D CLAD PAINTED BLIND." (SHAKESPEARE, A MIDSUMMER-NIGHT'S DREAM.)

THIS, LATER THAT NIGHT...

THIS MAY BE MY LAST CHANCE TO FORMULATE A CURE...

IF I CAN'T CONVINCE BAXTER OF MY INNOCENCE TOMORROW!

AND IF I'M STOPPED IN THE LAB, I'M STOPPED WITH LINDA.

I'M STOPPED FROM BEING THE MAN SHE THINKS I REALLY AM.

SO I NEED A STORY FOR THE CAPTAIN. MAYBE I CAN UTILIZE THAT FALSE BEAST SIGHTING...

MAYBE I-- EH?

FOOTSTERS--IN A DESERTED BUILDING!

--AND--THAT SHAPE--!

IT'S... THE BEAST!

BUT IF I REALLY BELIEVED THAT, ONE LOOK AT MY STRAPPED-UP BODY WOULD SHOW ME OTHERWISE!

IF I REALLY BELIEVED THAT, I WOULDN'T EVEN TAKE THAT LOOK.

I'D STAY WRAPPED IN A COCOON OF RUBBER, INSULATED FROM MY REALITY.

BUT I CAN'T-- SO I WON'T!

AS I TOLD MASTERMIND, I'M A ONE-OF-A-KIND MONSTER!

I'M IN ENOUGH TROUBLE, WITHOUT UNDER-STUDIES!

CONTINUED AFTER NEXT PAGE

THERE HE IS!



I CAN SEE HOW THE GUARD COULD MISTAKE THAT THING FOR ME!

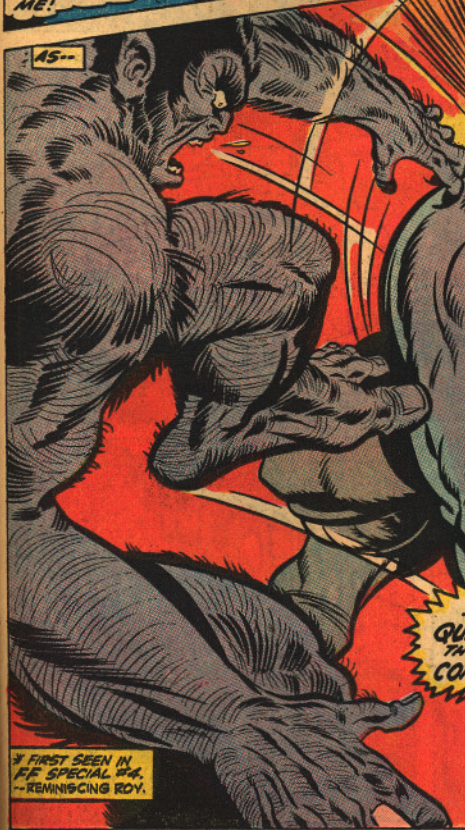
HOLD UP, FAUNTLEROY! I--



THEN HIS NOSTRILS FLARE--HIS FUR RISES--AN INVOLUNTARY SMILE ERUPTS FROM HIS THROAT--



AS--



SO--AT LAST I'VE PULLED YOU FROM HIDING!

I CALCULATED I WOULD, FOR--



I AM QUASIMODO, THE LIVING COMPUTER!*

* FIRST SEEN IN FF SPECIAL #4. --REMINISCING ROY.

EVER SINCE THE
MAD THINKER
BUILT ME, I
HAVE LONGED
TO BE TRULY
HUMAN!

THE SILVER SURFER
PITIED ME, AND SO GAVE
ME THIS BODY--*

*FF SPECIAL #5,
THIS TIME--ROY.

SLAM

--BUT A
BODY IS NOT
ENOUGH!
I NEED TRUE
HUMANITY!

AND THAT
IS WHY I NEED--
YOU!

FWOOM

THE REPORTS--FROM AGENT 9--AND
MASTERMIND, BEFORE HIS INSANITY--
TOLD ME OF YOUR INCREDIBLE
METABOLISM!

SUCH A METABOLISM--
IN ME-- COULD FINALLY
PUSH ME BEYOND ELEC-
TRONIC MIMICRY--

SO I REBUILT
MYSELF-- ONE OF THE
FEW ADVANTAGES
OF A MACHINE--

-- COULD MAKE
ME LIVE!

-- TO BE ABLE
TO STEAL YOUR
LIFE FORCE!

WITH MY INFINITE KNOWLEDGE,
IT WAS CHILD'S PLAY!

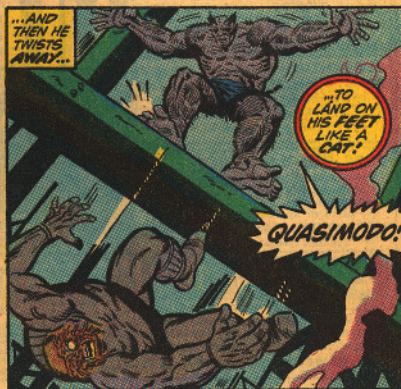
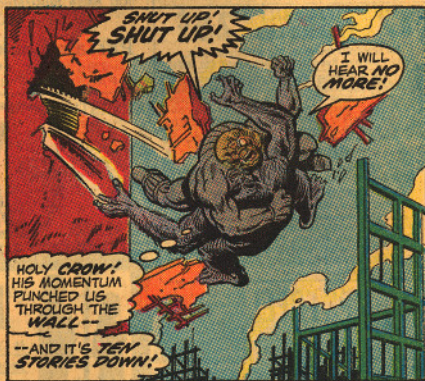
A VAMPIRE
MACHINE! WELL,
I'M SORRY, QUAS--

-- BUT I'VE
BECOME QUITE
FOND OF MY
LIFE FORCE!

--WHERE
IT GOES,
I GO!

THOOM!

CONTINUED AFTER NEXT PAGE





QUASMODO
IS SAFE,
BRUTE!

BUT THE BEAST
NEEDS A LESSON
IN DEATH!

AND MY
DESTRUCT-
EYE CAN
PROVIDE IT!



HAVE TO
TAUNT
HIM--
TORMENT
HIM!

HOW WELL
YOU REACT!
INSTANTANEOUS
REFLEXES, LIKE
MY ELECTRONIC
SPEED--BUT YOUR
ABILITY IS
HUMAN!



HIS STRENGTH IS LOGIC--
BUT IF I CAN MAKE HIM
RELY ON EMOTION--!

YOU'RE THE
SECOND METAL
MAN TO CALL
ME HUMAN
TODAY, QUAG--

--BUT FROM YOU
IT JUST DOESN'T
HAVE THE SAME
RING!



IT'S
WORKING--

--THOUGH MY
BRUISES DON'T
FEEL LIKE IT!

HE'S NO
GOOD AT
DEALING WITH
EMOTIONS!
INSTINCT IS
HIS WEAK
SUIT!

DID YOU
KNOW
WHAT MY
NAME
MEANS?
ANIMAL?

IT MEANS
QUASI-MOTIVATIONAL
DESTRUCT-ORGAN!

ZUICK!

AND ONE
WAY OR ANOTHER--
I DESTROY!

HIS EYE--
THAT'S THE MOST
IMMEDIATE
THREAT!

HAVE TO
SWING
AROUND--

--AND
AMBUSH
HIM!

HEADS
UP,
UGLY!

KWANG!

THAT
RIVETER--!

YOUR GEARS ARE
SLIPPING, MACHINE!

YOU SAID
YOURSELF
THAT SHOOTING
ME IS
WORTHLESS!

I HAVE ONLY
REPORTS ON
THAT! I WANT
FIRST-HAND
DATA!

WELL,
SCAN THIS--

SNARRRGHH!

MY ARM! YOU
BLASTED MY ARM--
AND IT
PENETRATED!

ASTOUNDING!
I WASN'T
PREPARED
FOR SUCH GOOD
FORTUNE!

BUT I CAN ALWAYS
REPROGRAM
MYSELF--!

--AND I CAN ACT,
WHILE YOUR POOR
HUMAN BRAIN IS
STILL GRAPPLING
WITH THE PROBLEM!

MY POWERS!
WHERE ARE MY
POWERS!?



YOU OAF! YOU CONCENTRATE ON MATTERS NOT ESSENTIAL TO VICTORY--

--AND SO YOU LOSE!

NOW I WILL SUCK YOUR LIFE FROM YOU! I WILL ACHIEVE MY GOAL AT LAST!

I WILL BECOME HUMAN--

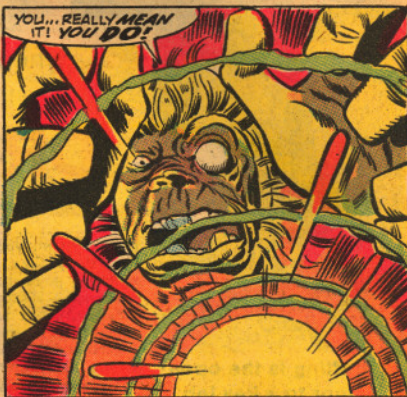


--AND YOU WILL BECOME --A CORPSE!



NO!! DUHH? I'M WEAKENING... DYING.... I CAN... FEEL IT!

BUT I'LL... NEVER GIVE UP, NEVER...



YOU... REALLY MEAN IT! YOU DO!



AGAINST ALL LOGIC-- EVEN AGAINST ALL HOPE--

--YOU FIGHT ON!



AND FURTHER, NOW THAT I TAKE THE TIME TO LOOK--

MY DESIRE FOR YOUR LIFE FORCE IS POINTLESS!

--I SEE YOU ARE INDEED BADLY WOUNDED!

I HAVE FOUGHT-- FOR NO REASON!



I HAVE MADE
ERRORS--MANY
ERRORS--AND
THE GREATEST
IS THIS!--

YOU REMAIN
BASICALLY HUMAN--
WHILE I AM BUT A
MACHINE WITH
DELUSIONS OF
GRANDEUR!



ALL HOPE OF HUMANITY
IS A FLICKERING OF
WORN TUBES!

IT IS I--
THE VAMPIRE
MACHINE--
THE INHUMAN
MACHINE--

-- THE
MACHINE--

-- THAT
MUST
DIE!



HE KILLED
HIMSELF.

I KNOW I SHOULD
SAY IT KILLED
ITSELF--

--BUT DESPITE HIS
FINAL WORDS, THAT'S
NOT THE WAY IT
WAS.

WITH HIS
ILLOGIC, HIS
ANGER,
HIS HORROR--

-- HE WAS
CLOSER TO
HUMANITY
THAN HE
KNEW.

--BUT WHAT DID HE MEAN BY
"REPORTS--FROM AGENT 9
AND MASTERMIND"?

CAN THERE BE MORE
TO ALL THIS THAN I'VE
SUSPECTED?

AND IF THERE
IS-- CAN I
FIGHT IT--
WITHOUT MY
POWERS--?

NEXT: AT LAST!
THE INCREDIBLE SECRET
BEHIND ALL THE BEAST'S
ENEMIES!

PLUS:
THE HIGH-FLYING ANGEL!

AMAZING MAILS

THE MARVEL COMICS GROUP, SECOND FLOOR 625 MADISON AVE., NEW YORK, N. Y. 10022

Dear People,

I was very happy to see the improvements made in AMAZING ADVENTURES between its first and second installments of the BEAST saga. Sutton seemed much more in tune with what he was doing (i.e., drawing heroes), and Ploog's inking, while making the character look a little too much like Mike's own werewolf, still rendered the Beast clearly and concisely, which is what I look for in comics.

In addition, while Gerry is a fine writer, it seemed as if he had no direction in the first book. Steve Englehart added all the missing elements, plus a few I hadn't thought of, in his debut issue, and so grabbed my flagging interest. I begin to see all sorts of possibilities in this book that make it unique, and if Steve realizes them, maybe we readers will stop thinking of THE BEAST as just a copy of more successful Marvel titles. I'm particularly pleased by Linda Donaldson's status as an agent provocateur inside the hero's headquarters, and Hank's overwhelming desire to regain his humanity through his own efforts.

Peace, group.

Carl Danning, 198 Grant
Zionsville, Indiana

THE BEAST was never intended to be a copy of anybody, Carl—it's just that it's taken us a while to show that fully. In this ish, Hank begins to mutate a bit further, and next issue—well, you'll have to see it to believe it. That serum's causing more than one problem with Mr. McCoy's metabolism, as you'll soon see.

Dear Stan,

I have been thinking very carefully about your new BEAST since it first came out a couple of months ago. I read issue #11 and decided to wait till #12 came out to write to you. I must say that I was not disappointed in either issue, and to be truthful enjoyed them immensely. Your new Beast has a lot of potential, and if handled right could be another Spider-Man or F.F. But please put more background on your characters and more characterization in your stories. I was happy with the art in issue 11 but was not too overly pleased with it in issue 12. I don't think that Mike Ploog is a good inker on Tom's art. Mike is an excellent artist, but as an inker on Tom Sutton's art he makes it look hazy and foggy. To put it short, I don't think they go together as a team. How about trying Bill Everett or Tom Palmer as inkers? But if you do keep Mike as an inker, please, Stan, ask him to slow down on the last part of magazine he's drawing or inking. It looks as if he gets in too big a hurry in the last few pages of the mag and just goes over it in a hurry (I've noticed this in MARVEL SPOTLIGHT also when he draws Werewolf by Night. By the way, that's a great masterpiece, too.)

So please, Mike, if you will, slow down a bit. Okay? Okay! And now, Stan, if you can bear with me a while longer, I have some suggestions that I hope you will consider:

1—The Beast should be larger than any man (as he was in issue 11), but in issue 12, Iron Man was almost the same size as he was.

2—In past X-Men stories, the old Beast had the power to climb walls as Spider-Man did. Let him keep that same power.

3—He must (understand this), he must meet Jack Russell, the Werewolf by Night!

Well, those are my suggestions and opinions. Thank for listening.

Good Luck.

Clint Higginbotham, 8595 Randall Drive
Denison Texas, 75020

Clint, meet Chris Manning, elsewhere on this page, for comments on characterization and inking in AA.

Looking at the rest of your letter, though—now there's something we can answer.

We don't figure the Beast is larger than any man—because he has to pass himself off as a real man from time to time. Hank McCoy was always a bulky son-of-a-gun, so his new-found muscles can be easily hidden inside a suit—but an extra foot or two would be a tad more difficult. Agreed?

Secondly, who said he can't climb walls any more? Not yet olde Bullpen.

And third—well, we answered that one last time. We don't want to mix the Werewolf and the Beast right now (but one thing's certain at Mighty Marvel—and that is that nothing's certain).

Dear Stan, Steve, Tom, and Mike,

Great stuff! After issue number 11 of AMAZING ADVENTURES, I figured you'd written off the title completely. To go from wretched Inhumans stories to that padded, weak origin of the new Beast was just too much. But now comes #12—and it is just great.

I don't know who Steve Englehart is—unless he's the guy who worked with Neal Adams on a Vampirella story a while back—but if this is his first script, he's got a great future ahead of him. All the loose ends from the previous ish were tied up—the cardboard figures were given life—a great gimmick (the Beast's need and method of mingling with humanity) was introduced—a dynamite battle with Iron Man ending in a truly unique manner was presented—and all this came about with some of the smoothest, most true-to-life dialogue to grace a Marvel mag in many a moon. Outsate!

Plus the artwork! Sutton has always seemed to me to be at his best when he's simplest, and Syd Shores struck me as being totally unsuitable (too realistic) for Tom. But Ploog gives it a mellow, smooth feeling that really turned me on.

Anyway, you surprised the heck out of me—but it looks like Marvel's got another winner on its hands. Good going, people.

Chris Manning, 2057 South Marine
Eau Claire, Wisc.

And good reading to you, Chris. The response to the second BEAST story was overwhelmingly enthusiastic, and we're pleased as punch about it. As for who Stainless Steve is—he was the guy who worked with Neal on that story, and it was his comics coming-out party. But he's more into scripting these days, which is great for us, and you'll be seeing his writing in many a mag (plus the already viewed DEFENDERS and CAPTAIN AMERICA—you have already viewed them, haven't you?). And the Bullpen pages can tell you more.

As you've noticed, Mike Ploog only did that one ink job for AA, but what do you think of the other stalwarts who've applied their brushes to these pages since? We'll be looking to hear from you, tiger.

Dear Stan,

I just read THE BEAST #12 for the second time, and I gotta say how nicely handled the ending was. To project us, the readers, into Mastermind's illusion on pages 18 and 19 was classic material. The scripter played fair with us, so that the only point of view on those pages was the Beast's. Usually sequences like that bother me, but this one came off honestly and intelligently. Make Mine Marvel!

Al Leffingwell, 9630 Wendy Way
Tucson, Arizona

Easily done, Al. We thought it was a groove, too. But now—see what Steve has in store for you in issues to come!

SUPER-SPECIAL ANNOUNCEMENT!

STAN LEE'S SOAPBOX

Okay, troops, it's time to level with Marveldom Assembled! Each day a kaboodle of mail pours into the Bullpen asking why my script-writing output has dwindled to practically zero. I'd like to give you a simple answer, but I'm the kinda guy who can't say "hello" without making it a speech. So try to bear with me, huh? I think I can promise you a surprise or two as we go rambling along. Anyway, if ye harken to these words, the seeds of truth and wisdom shall be scattered, mayhap, amongst thee!

Until now, mighty Marvel has been a lusty, gusty, irreverent mischief-maker in the wondrous world of comix. It was Marvel that first introduced heroes with human hang-ups; Marvel that popularized guest-star appearances till you needed a scorecard to tell you who was who; Marvel that dared create continued stories — and then forgot how to end them, so that they went on forever! It was Marvel who gave you a Bullpen Bulletins page where we can rap together like this; Marvel who liberated the geniuses who bring you these epics from their shadow of anonymity, and billboarded the name of every writer, artist, and letterer until you now know 'em almost as well as we do. Only Marvel could have made satire and sentimentality, relevance and ribaldry a part of the comix mystique. And who but Marvel would have dared make a hero out of the Hulk, or a bald-headed, self-pitying sky-rider called the Silver Surfer? Well, we could go on forever, but it might sound like bragging — and you know how we hate to do that!

Anyway, that takes us up to the present. Like a fella named Milhouse recently said, Phase One has just about had it — and it's time for Phase Two to begin. No man, no group of men, no publishing company can rest on its laurels — and Marvel's still much too young, too zingy, too bright-eyed and bushy-tailed to settle back and bask in the sun of yesterday's success. So here's the real scoop — here's where we're at, and where we're headed — and be sure to pay attention, 'cause we're not making a move without ya!

First, I've been bustin' to tell you that Rascally Roy Thomas, whose sensational scripts and awesome editorial assistance have helped spearhead Marvel's gallop to greatness, has been promoted to Editor! That means the titanic Mr. T. will be the omnipotent overseer of all our plots and stories. And you can bet he'll be ably assisted by the greatest group of with-it writers ever assembled under any comix roof — script-writing stalwarts such as Gerry Conway, Archie Goodwin, Steve Englehart, Mike Friedrich, Gary Friedrich, George Alec Effinger, Gardner Fox, and Stu Schwartzberg, not to

mention Wild Bill Everett and Larrupin' Larry Lieber!

Next, Fearless Frank Giacoia has been appointed our Assistant Art Director! Frankie's credentials for this position are impeccable. He's not only one of the finest inkers our field has ever produced, but — and not many of you may know this — he's also a powerful penciller in his own right! Frank's been a top newspaper strip artist as well as a comic-book caliph for years — and now he's all ours!

But, if this sounds to you like ol' Stan is singing his own swan song, forget it! Yours Truly feels like a tiger unleashed! With Roy supervising our swingin' storylines, and Frankie lending a hand with the art direction (not to mention Jumbo John Verpoorten supporting the whole megillah by handling the almost superhuman job of coordinating our ever-increasing production schedules), it means that I'll finally have the time (after all these years of writing and kibitzing) to devote myself exclusively to dreaming up new, exciting projects for the Bullpen, new directions for us to take, new types of mags to produce — both comix and other kinds, and new fields for Marvel to conquer in film, TV, books, and you-name-it-we'll-do-it!

Wouldja believe we've already started work on a whole series of new comix titles? We'll clue you in, of course, in future Bullpen columns. Yep, we've got surprises in store for fanatical fans and casual readers alike. We're setting up brand new departments to bring you fantastic types of entertainment no comix company has ever thought of creating before. And, whenever I can take a break, I'll be devoting more time than ever to lecturing at colleges and universities, doing my bit to spread the gospel according to Marvel! However, even though I no longer have time to write any steady features, I've a hunch that this battered old typewriter which I'm pounding on right now will always prove to be a lure that I can't resist, so take warning — you never know when the phantom script-writer will strike again! Anyway, we've been friends for so long, and shared so many great times together here on the pages of Marvel, that I'm just not about to let you get away! So you'll still find me yakkin' at you right here in the ol' Soapbox each month — and if you ever stand me up, it's one demerit!

And that's it for now, gang. If you think we turned you on before, the best is yet to be — wait'll you see what's coming! Hang loose! Face front! Marvel's on the move again! We're pushing Phase Two — and it's all for you!

Excelsior!



THE MIGHTY MARVEL CHECKLIST

Now On Sale!

FANTASTIC FOUR #126: This is where it all began! Still "The World's Greatest Comix Mag!" And now — the return of the Mole Man!

SPIDER-MAN #112: Spidey cops out! Our wall-crawler turns his back on the world — and wait'll you find out why!

ODIN #203: Ego-Prime defeated! Odin's master plan revealed at last! Then — the birth of a new mystery!

AVENGERS #103: The Sentinels strike! How can the Avengers stop them — while the Scarlet Witch is held hostage?

HULK #155: The awesome entity called — the Shaper of Worlds! And, wouldja believe — Captain Axis!

CAPT. AMERICA & THE FALCON #153: Cap vs. Nick Fury! Sharon quits Shield! While the Falcon — well, wait and see!

DAREDEVIL #91: He's back from the dead! Mr. Fear — the only man who knows DD's true identity! So — look out!

SUB-MARINER #53: The battle to the finish with Sunfire! And, you've never seen anything quite like Dragon-Lord!

IRON MAN #50: Can Princess Python give Shellhead a fight for his life? Well, if she can't — the Cyborg Sinister can!

CONAN THE BARBARIAN #18: Demons that walk like men! A world in chaos! See why we call this one — "The Kingdom of the Dead!"

KULL THE CONQUEROR #4: Fantasy master John Jakes plotted this one! "The Night of the Red Slavers!" A must!

MARVEL TEAM-UP #4: Spidey's life in danger! Morbius at large! And then — enter the X-Men! Like great!

CAPTAIN MARVEL #22: The hero who just wouldn't die! But, that was before he met — Megaton, the Nuclear Murderer!

AMAZING ADVENTURES #14: Give it up, Beast! Even you can't survive the deadly attack of Quasimodo — the computer that kills!

WEREWOLF BY NIGHT #1: Marvel's newest, weirdest sensation yet! Man into wolf — at midnight! Far out!

TOMB OF DRACULA #4: Dracula at bay! A mysterious mirror — which may mean safety, or doom! Eerie beyond belief!

MARVEL FEATURE #5: Trapped in a world too big for him! Ant-Man comes face to face with — Egghead!

MARVEL PREMIERE #4: Serpent-men and shadows! Dr. Strange vs. — the Spawn of Sliggoth!

CREATURES ON THE LOOSE #19: Gullivar Jones vs. the Barbarians of Mars! Fantasy — with a mighty Marvel twist!

SGT. FURY #102: Talk about war-mags! The hard-hitting Howlers take on a crime syndicate — in wartime Italy!

RED WOLF #3: "The War of the Wolf-Brothers!" Our Indian avenger goes into action at the head of a raging wolfpack!