

ISSUE

#1

MAY 2025

\$4.99

ADAM  
FRANKENSTEIN

# DIVINE REPO

PAST DUE MIRACLE



SOME DEBTS  
DON'T GET  
PAID.

# Who's Who



## Adam Frankenstein

Motivation:	End the family curse.
Goal:	Reclaim Lucid Light.
Personality:	Tired, stubborn, protective.
Powers:	Mad science, survival planning, Second Skin interface.



## Second Skin

Motivation:	Prove it is not failed.
Goal:	Keep Adam alive.
Personality:	Brilliant, anxious, overconfident.
Powers:	Thought reading, atomic matter manipulation, armor, tendrils.



## God

Motivation:	Get stolen power back.
Goal:	Collect unpaid miracle debts.
Personality:	Confused, greedy, theatrical.
Powers:	Dream divinity, Lucid Light, miracle contracts.



## Immortal Curse

Motivation:	Kill Frankenstein.
Goal:	Adapt until Adam dies.
Personality:	Wordless, violent, relentless.
Powers:	Immortality, shapeshifting, adaptive immunity.



Every  
Frankenstein  
survived by  
inventing one  
new death.



Adam built  
his answer  
atom by atom.



The Curse  
learned it  
once.



Once was  
enough.



The family records named one force the Curse had never met.



Lucid Light.



God still had it.



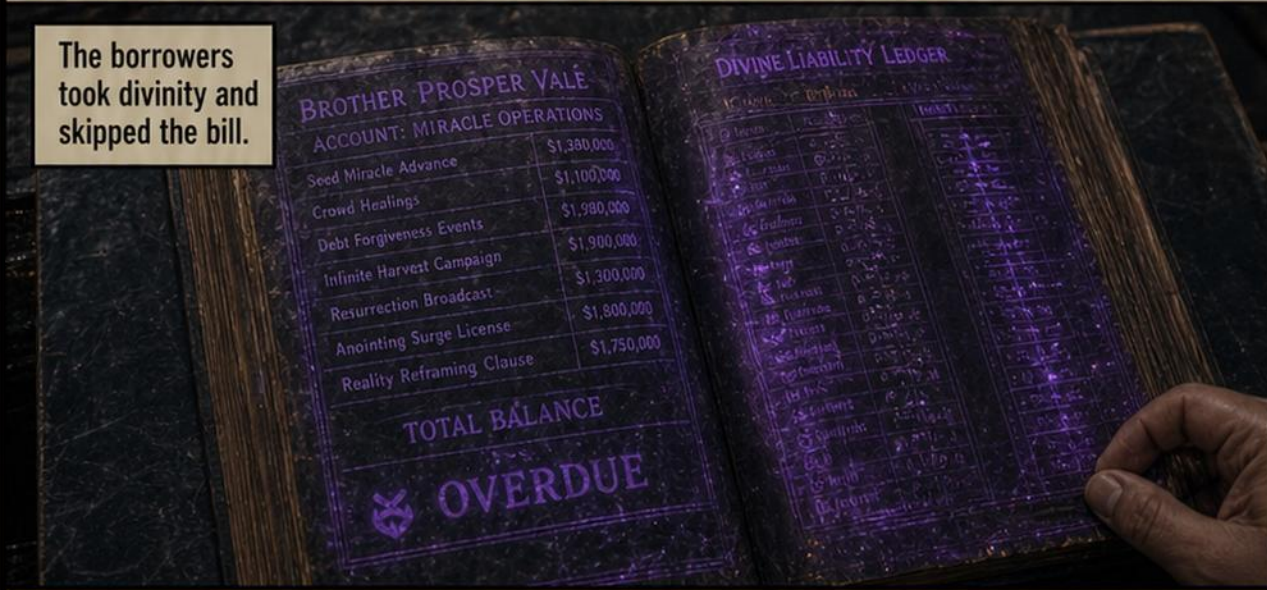
Mostly, God had receivables.



God loaned miracles like money.



The borrowers took divinity and skipped the bill.



Adam needed a weapon.



God needed a collector.



Second Skin suggested seventeen violent solutions.



Adam chose the slow one.



The faithful had not stolen the light.



Their shepherd had.



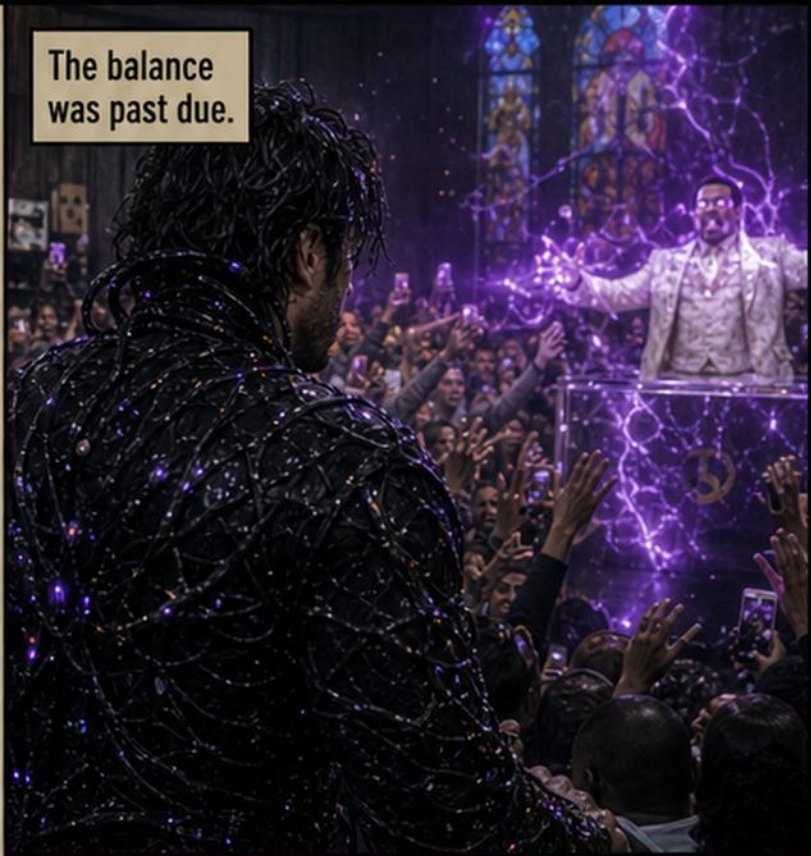
Prosper noticed Adam.



The contract did not care about applause.



The balance was past due.



Adam touched the altar.



The miracle came loose screaming.



The crowd saw the fraud as the miracle drained.



The Curse found him before the receipt printed.



Second Skin could not kill it.



The recovered spark could still surprise it.



Surprise was not victory, but it was time.



One spark  
bought seconds.



Seconds were more  
than Adam had  
yesterday.



God opened the  
rest of the book.



Adam Frankenstein  
took the route.

