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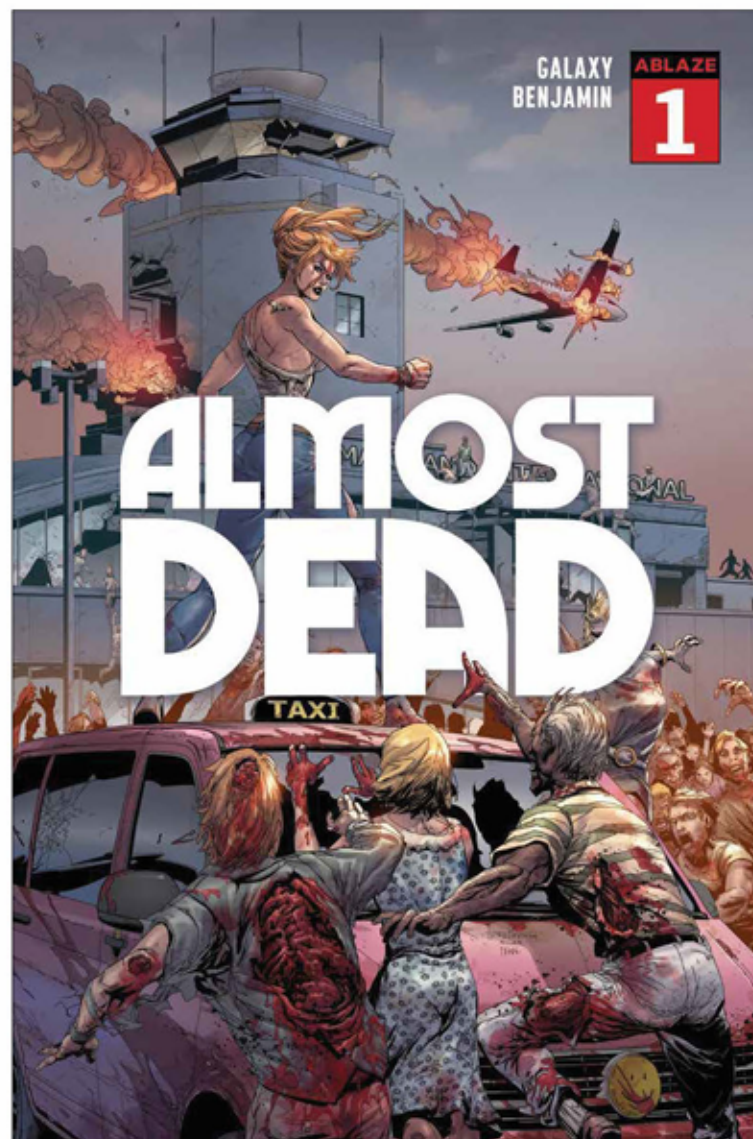
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## ALMOST DEAD

WRITER: GALAXY | ARTIST: RYAN BENJAMIN

COLOR | MATURE (16 AND UP) | HORROR, ACTION ADVENTURE

Somewhere between pure exhilaration and sheer terror is *Almost Dead*!

After having an accident on her way home to visit her family, Sara Walker awakens to find that the world has changed. Now she must travel up the Eastern Seaboard, using suppressed survival skills she learned as a child, in hopes of reuniting with her loved ones in the midst of a viral pandemic that has turned humans into monsters. Set in modern day 2005, Sara unites with old acquaintances and new friends along the way, and her struggle to survive will be both an unexpectedly exciting journey and an absolute horror.

*Almost Dead* is a new post-apocalyptic horror-drama adventure about triumph, growth and the resiliency of the human spirit brought to you by writer and *Comic Con Radio* / *Spoiler Magazine* founder Galaxy and Eisner nominated artist Ryan Benjamin (*Batman Beyond*, *Star Wars*, *X-Men*, *Gripter*) that redefines the genre, with its cinematic approach and attention to detail.

Relentlessly vicious, *Almost Dead* isn't your typical apocalyptic story. Tying in conspiracy with historical flashbacks and showing how perhaps everything we've learned in our textbooks has been altered over time.

# ALMOST DEAD

## INTERVIEW WITH WRITER GALAXY



Tell us a little about yourself and your creative background. What stories have inspired you? Who or what are some of your biggest comic book influences?

Well, to many of our listeners, readers, and fans, I am the editor-in-chief of *Spoiler Magazine* as well as the creator and founder of *Spoiler* and *Comic Con Radio*.

It started with my podcast, called by the same name, *Comic Con Radio*, many years ago. Well over a decade ago. From there, as we got more listeners, more fans, and more followers, *Comic Con Radio* became one of the top podcasts and radio networks. Now we have close to 100 original podcasts and growing, as well as multiple live channels. Our network tagline is Taking over the world one listener at a time! In addition, *Spoiler Magazine* is a mainstay in the fandom world. We have produced over 40 covers with many more to come. Writing has been a passion for many years and, about seven years ago, I started creating and writing *Almost Dead*. This is the first of many comic book projects to come. My influences are Stan Lee, Jack Kirby, Todd McFarlane, Will Eisner, Rob Liefeld, and Frank Miller, just to name a few of the greats. Give us a rundown of "Almost Dead" and what the story means to you. Anything in particular you hope to convey or accomplish with this story?

*Almost Dead* is a story of triumph and the will to survive. It's about family and new friends and overcoming obstacles. Most of all, it's a very serious and realistic story. The story means a lot to me, because I always wanted to create an apocalyptic story that has antagonists, monster-like humans that are as realistic as possible. We studied diseases and different things that can happen to the human body, and we created monsters with actual human diseases in mind, with how the body decays in real life, because the human body is resilient. If you remove the magical element of bones walking or the dead rising... That's more magical. If you want it to be more realistic, you need muscle to move. You need organs to survive. So, you'll see some really cool

stuff. Showing that, if these monsters are real, they're still human, and it means a lot that I can show that in the story. Anything can happen, and we've all just been through a pandemic, so the possibilities can become real. So, as you read the story and you go through each comic book, just try to feel it and keep an open mind. Allow the world around you to become part of the story.

Are you a fan of the general zombie apocalypse genre? Horror? What are some of your influences in that direction and how does "Almost Dead" stand apart?

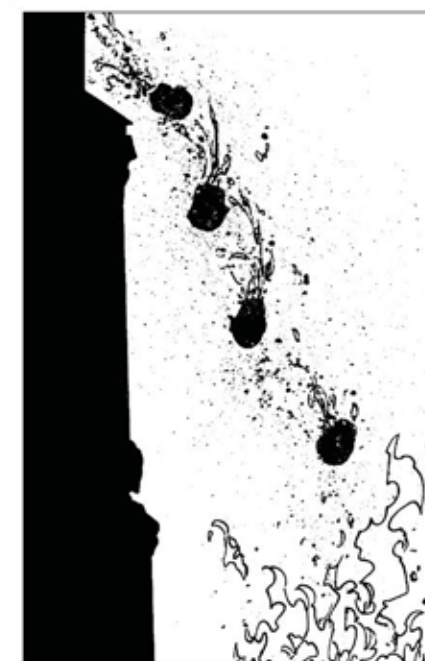
Big time. I love it. It's phenomenal. I am an ultra-fan!! But I want our "zombies" or "monsters" to be as human-like as possible. They're not totally dead. They're almost dead.

I'm a big fan of the horror genre. It excites me to a point where I have to stand up to watch things, because I'm so excited from the adrenaline.

George A. Romero and Zack Snyder are big influences. Greg Nicotero's work is awesome, plus some current masters of the horror genre... But I can't name everyone, or the list would be very long. Now that we have our own series—and, as some people say, we're reimagining the genre—we like to keep some influences a bit close to our hearts...for now!

*Almost Dead* stands apart because we're changing it all up. They don't have to be fully dead. Bones should not walk, and decade-old corpses should not attack. They can be *almost dead*. Like I said before, you need muscles, and you need organs, and you need blood. You need everything the human body has in order to function. I'm excited for you all to enjoy the series. Remember one question: how do we know that history hasn't been altered? Altered to hide the outbreaks throughout the ages? Makes ya think, right?!

Who's your favorite character to write? Why? My favorite character is Sara. She is a solid individual. She is compassionate, humane, intelligent, and a badass. But, ultimately, all of the characters are wonderful. When I started creating the characters for *Almost*





Dead, I put a lot of thought into it. I've seen these characters in my mind for many years, and there's many great characters in the first season. Every time I create a character, I focus on their life and what lead them to that moment in our story. I use pictures of real people, and I put them in a collage, almost, and then I think about their hair and their eyes and their noses and their expressions. Then, I make that character come to life. I introduce myself to that character. Then, at that point, they become part of the story. If the character is not ready yet and hasn't been introduced to me in a way that I feel fits the story, then I put them in the back lot. Of course, I'm gonna use them, but not at that moment. That's the process of character creation and building for me. I spent over two years creating and developing the characters. Once I was ready to introduce Ryan Benjamin to the characters, I gave him every single image and bit of info that I'd put together pertaining to them: their characteristics, their life story, their clothing—everything that you could possibly think of—and then Ryan took all of that and spectacularly created that character within the story. Like he says: he sees with his hands, his hands are an extension of his mind. I always make sure to give him as much detail as possible, because it's very important to me and I hope you all fall in love and connect with every one of characters.

**Why did you choose 2005 as the time setting for "Almost Dead"?**  
I chose 2005 because it's a period in time where smart phones—such as the iPhone—haven't taken over. Professionals used Blackberries back then, which had messaging and some apps, but it was very archaic compared to today's iPhones and smart phone technology. We're currently carrying a personal computer in our pocket with the world in our fingertips, but in 2005 it was a simpler time. YouTube had just launched in 2005, and, that summer, one of their videos received over 1 million views. That is nothing in today's world. The Internet wasn't as fast in most places, and in some cities and towns people still used dial-up or very low-level cable Internet. This really affects the use of technology. I wanted to give the story a chance to go on without using too much modern-day technology, and introduced some things that we don't use today as well as some that are part of our lives now. It's the beginning stages of many amazing things that we don't use anymore, so it's a good timeline for me. I think the early 2000s to me is that time, when technology still hadn't taken over our lives and people still went outside to enjoy the world. Yet some advances started to show up, it's the beginning of what we use today. So, I thought it would be cool and fun to do that.

## INTERVIEW WITH ARTIST RYAN BENJAMIN

**How did you become part of the "Almost Dead" team? Was there anything in particular about the project that drew (haha) you in?**

**A.** I was approached—I think it was at San Diego Comic Con—about the project. At the time, I wasn't sure I could do it, because, at any given time, I have a multitude of projects on my plate. I remember saying I'd have to think about it. Months later, after my schedule cleared, I said yes, I would do it.

**Describe the process of creating the look of the characters. Is there any character that stands out as a favorite design-wise? Is anyone the most fun to draw thus far?**

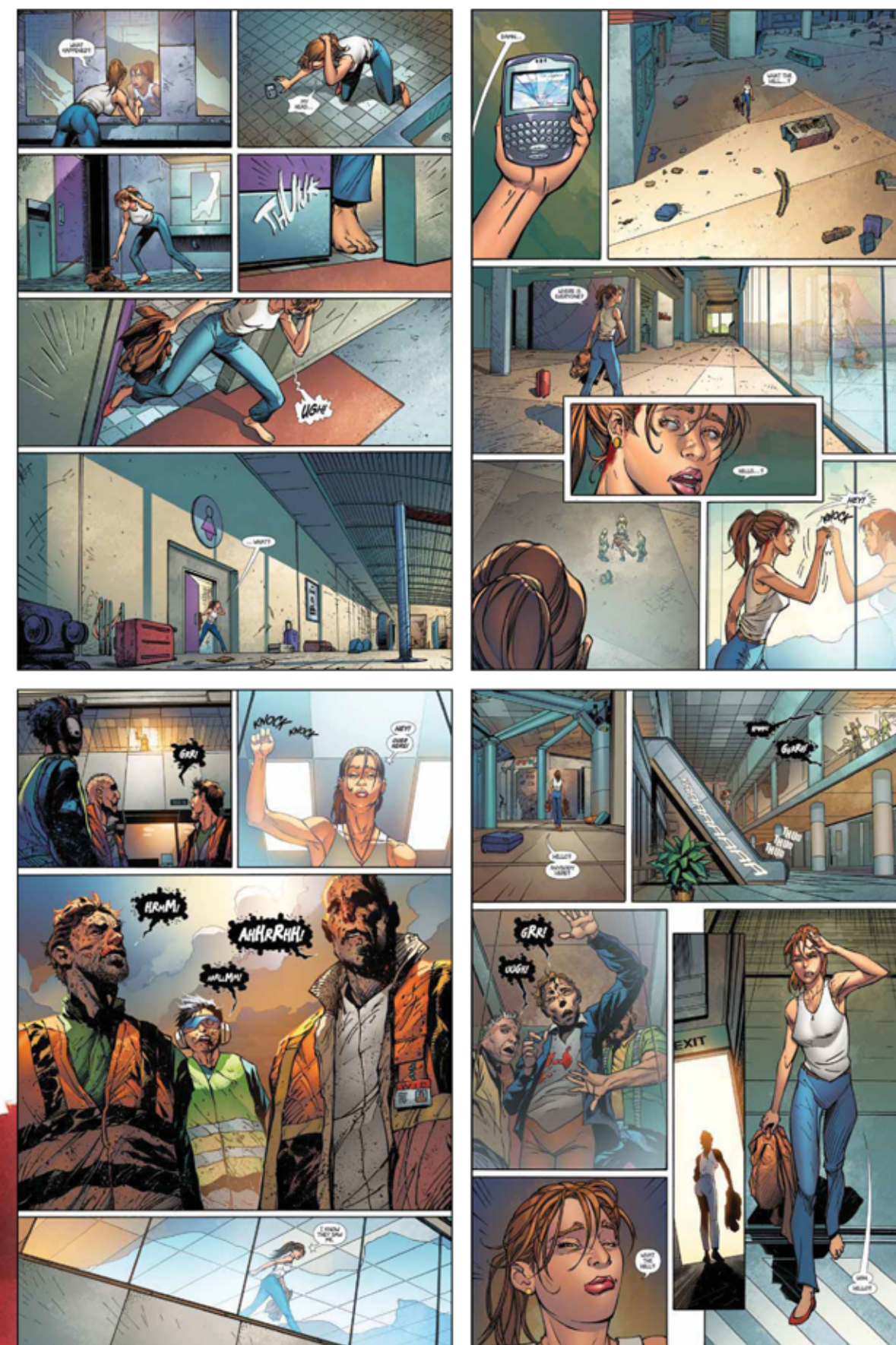
**A.** Part of making my decision to draw the book was the chance to draw zombies. Normally, I'm a messy artist and zombies are messy. When drawing, I like to stay loose and just let the pencil guide me to the character. So, when drawing zombies, I stay messy but have to clean it up a bit so the inker can read the lines.

**Any commentary to offer about the look of the zombies in the story? Does that require interesting reference hunting and/or extra research?**

**A.** Anything zombified is interesting to draw. I'm waiting to see if any zombie animals appear in the future scripts. Research is easy. In my head, I'm there already, so half the battle is done. From there, if I need it, I can find reference almost anywhere. Zombies have been done already so the challenge is how to make it interesting and appealing to audiences who love zombies.



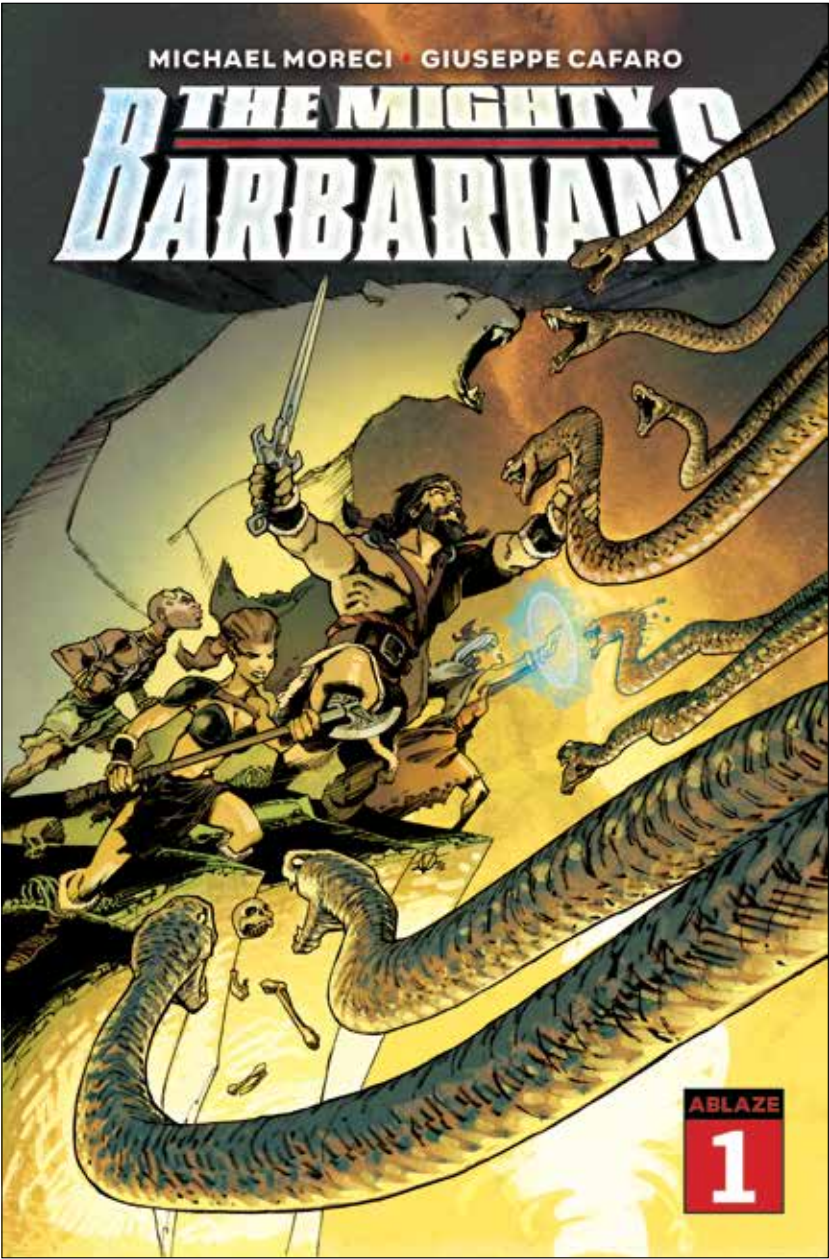
## ALMOST DEAD PREVIEW







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COVER A BY OLIVIER VATINE

THE MIGHTY BARBARIANS #1

WRITER: MICHAEL MORECI  
ARTIST: GIUSEPPE CAFARO

COMIC | 32 PAGES | COLOR | MATURE (16 AND UP) |  
FANTASY, SUPER-HERO

ALL-NEW ONGOING SERIES!

From the writer of *Barbaric* comes the world-hopping, skull-crushing adventures of *The Mighty Barbarians*!

They're barbarians. They loot, they plunder, they conquer. That's what they do, and they do it alone...until **NOW**!

When an unstoppable force starts consuming one world after another, sorceress **Morgan Le Fey** uses her magic to assemble a team of skull-cracking warriors who must somehow work together to save all of existence. There's the young trickster **Anansi**, Viking shield maiden **Birka**, the shape shifting **Nanook**, and their leader, heir to a fallen kingdom and mightiest of warriors, **KULL**!

Though their alliance is uneasy, they will do whatever it takes to cut the heart right out of their mutual enemy, leaving a path of ruin through everything and everyone that stands in their way!

Before **The Avengers**, **The Justice League**, **The X-Men**, before it all...stood **The Mighty Barbarians**!

"It's off to a really fun start."

—FANBOYFACTOR.COM

"A fun, no-nonsense Sword and Sorcery comic that updates the genre with a contemporary feel that revitalizes the Hack & Slash to keep it fresh and new."

—BLEEDINGCOOL.COM



MORGAN LE FAY



ANANSI



BIRKA



NANOOK



KULL



"The real selling point of this series for me, other than Moreci's involvement, is the roster of characters that are assembled."

—BIGCOMICPAGE.COM





## INTERVIEW WITH WRITER MICHAEL MORECI

**What makes for a good team of barbarians?**

**What inspired the lineup?**

**MM:** Personality goes a long way. The fundamental thing we had in mind was building a team that didn't all think, act, and sound alike. So, I dig through characters that might fit the bill and chose the ones that gave me the best range of voices so those face could bounce off each other to create fun dialogue and good conflicts.

**Outside of the works of Robert E. Howard, various other myths and legends influence the universe(s) here. Did you do any particular research about these before jumping in? If so, what's your favorite tidbit of discovery?**

**MM:** I pulled from a lot of sources, particularly myths and legends from various parts of the world. I really tapped into what these pulpy legends are like all over and learned of pretty rich and interesting traditions. We have Nanook, Anansi, and Birka all coming from different places and times, yet they share a lot in common. I especially loved learning about Birka, who has a fascinating history. **Many barbarians make for many personalities. Are you finding**

**any of the characters easier or more difficult to write?**

**MM:** For sure. Like I said, many personalities was the goal, and it makes my job so much easier and more fun.

**Has your love of horror movies played a role in how you write the villains or any other element of this book?**

**MM:** Definitely. One of my favorite artists is Guillermo Del Toro. I worship the man. One thing I love about him is how he has this indelible style, this one-of-a-kind point of view, and it's in everything he does. Even when he's doing stuff that's not horror, like *Trollhunters* or *Pinocchio*, there's still that little bit of horror in there that's unmistakably him. I think I have a similar instinct.

**Be honest: with your penchant for writing barbarian characters, how many axes do you own?**

**MM:** Haha, none, surprisingly! Though I do want to get my hands on an Axe replica one of these days...

**Describe the book in as few words as humanly possible.**

**MM:** Legendary warriors embark on an epic journey filled with twists and turns as they try to stop a powerful evil force.



## INTERVIEW WITH ARTIST GIUSEPPE CAFARO

**Tell us about some of your artistic/comic influences.**

**Are you stocking up on reference from any influence in particular for The Mighty Barbarians?**

**GC:** My influences are varied and range from US comics to French comics and even, perhaps especially, Japanese manga. As for this book in particular, my first thought went to *Conan* drawn by Cary Nord and Mahmud Asrar (especially his latest run), but I also looked for visual ideas in manga like *Hokuto no Ken* and *Berserk*.

**How's committing blood, guts, and brutes to paper going? Any special challenges thus far?**

**GC:** I honestly feel very good about drawing this kind of bloody, action, wizard stuff. Usually, classic fantasy is far from my taste, but in this case it's different. Mythology in a dark mood filled with action and also gory scenes – definitely something I feel close to what I love to draw!

**There are a LOT of setting changes within the story. Has the portrayal of any of these been more fun/enjoyable than the others?**

**GC:** None in particular. I love all of the settings, and I like that some of them (for example Anansi's) are a first for me, this is challenging. As a lover of extreme cold and icy landscapes, my favorite is probably Nanook's, but so far, I am loving them all!

**You designed the look of the characters, as well. Do you have a favorite?**

**GC:** Yep, Ablaze gave me this fantastic opportunity to design all the characters and I'm very happy about it! My preference definitely goes to Morgan, for two simple reasons. First, I've always loved dark wizard women. Second, she's inspired by someone very close to me and my past 😊

**If you were a barbarian instead of an artist, what would your weapon of choice be?**

**GC:** A huge double-bladed battle axe! Not so accurate from a historical point of view, but so freaking cool and gory!

**While you are working, do you tend to have anything on in the background, like movies, music, podcasts, etc.? Any particular favorites or anything that you added to your rotation for this book?**

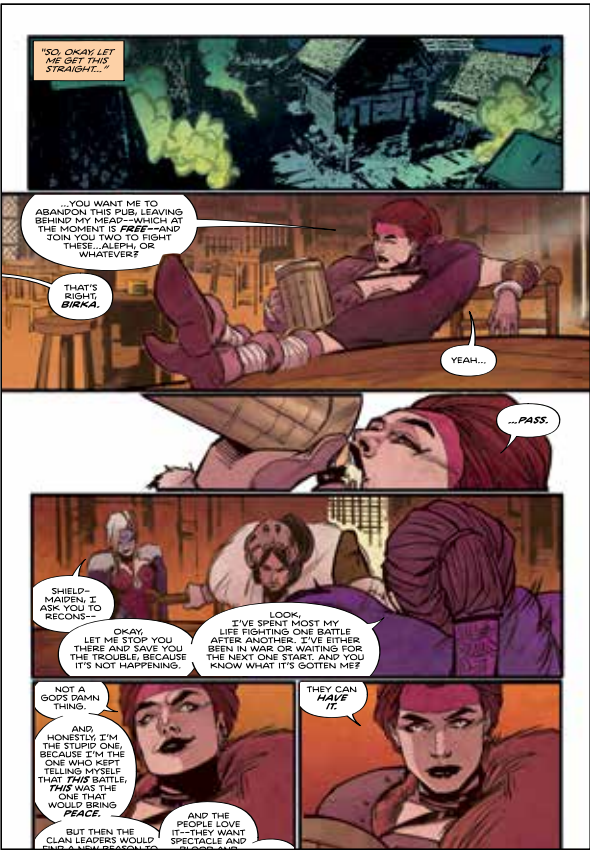
**GC:** It depends a lot on my mood, and my mood changes from week to week or month to month. When working on layouts, I usually prefer silence, 'cause I want to focus on the storytelling, but once I start with pencils and inks, I love to listen to dark rock, alternative metal (Deftones most of all) or "watch" TV series I've already seen, first of all Sons of Anarchy! During the preliminary stages of TMB I also pulled out from my memory some music I used to listen to when I was definitely darker than now, for example Dark Sanctuary and Dimmu Borgir.



THE MIGHTY BARBARIANS PREVIEW



THE MIGHTY BARBARIANS PREVIEW





# TRESE

WRITER: **BUDJETTE TAN**  
ARTIST: **KAJO BALDISIMO**

**SOFTCOVER | 152 PAGES | BLACK AND WHITE |  
MATURE (16 AND UP) | HORROR**

When the sun sets in the city of Manila, don't you dare make a wrong turn and end up in that dimly-lit side of the metro, where blood-sucking aswang run the most-wanted kidnapping rings, where gigantic kapre are the kingpins of crime, and magical engkantos slip through the cracks and steal your most precious possessions. When crime takes a turn for the weird, the police call Alexandra Trese. Trese Vol 1 "Murder on Balete Drive" features all new, redrawn artwork throughout, and includes a substantial bonus section with behind-the-scenes sketches, info and details on the making of the book and further insight into the world of Trese, as told by its creators Budjette Tan and Kajo Baldisimo!

**THE  
BESTSELLING  
SERIES  
CONTINUES!**

"I feel like you and all the smart Filipino writers and artists out there are doing something really brave and powerful, making a whole new wave of Filipino art and story. Well done!"

— Neil Gaiman

"It is the book I would love to write myself... they capture the true atmosphere of the Manila I know and love"

— Wilce Portacio

"Budjette and Kajo's Trese is a gem. It excites the little child in me which used to believe in the wonders of Filipino folklore, and my adult self who enjoys intelligently written and drawn tales."

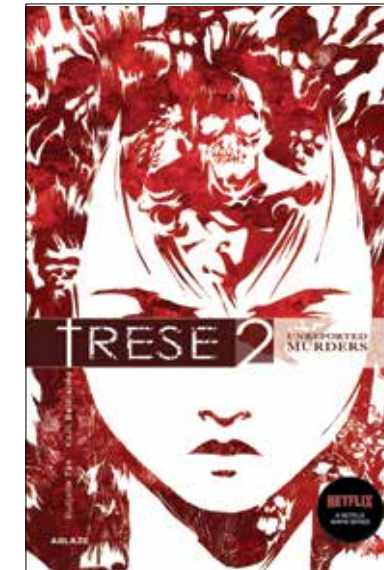
— Leinil Yu

"Trese continues to impress and surprise."

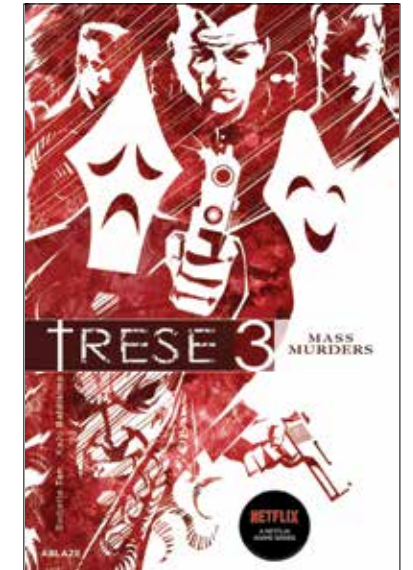
— Gerry Alanguilan, creator of the award-winning graphic novel Elmer



Trese Vol. 1



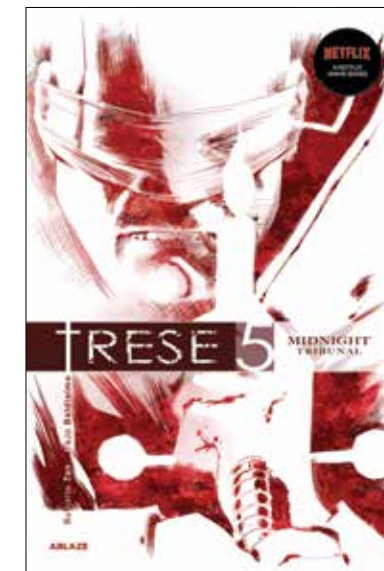
Trese Vol. 2



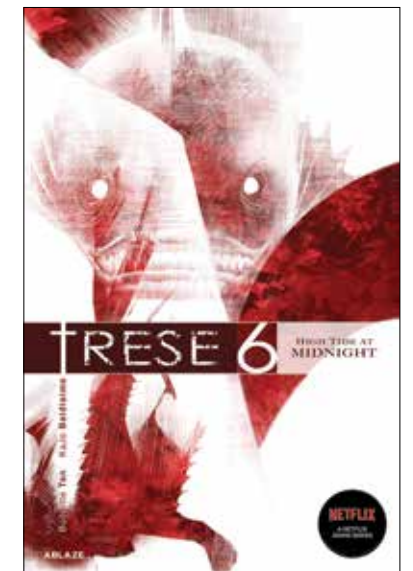
Trese Vol. 3



Trese Vol. 4



Trese Vol. 5



Trese Vol. 6





## BELIT & VALERIA: SWORDS VS SORCERY

WRITER: MAX BEMIS

ARTIST: RODNEY BUCHEMI

SOFTCOVER | 144 PAGES | COLOR |

MATURE (16 AND UP) | FANTASY/ACTION & ADVENTURE

“Since his rise from musical prodigy to renowned comic book creator, Max Bemis has created a signature style focused on juxtaposing ‘real life’ protagonists with fantasies, escapes, and interaction with strange new worlds.”

—[AIPTCOMICS.COM](#)

“Buchemi and Ribeiro create a visually mesmerizing comic from front to back. ”

— [COMICALOPINIONS.COM](#)

“The origins of other races of the modern world may be similarly traced; in almost every case, older far than they realize, their history stretches back into the mists of the forgotten Hyborian age...”

—[ROBERT E. HOWARD](#)

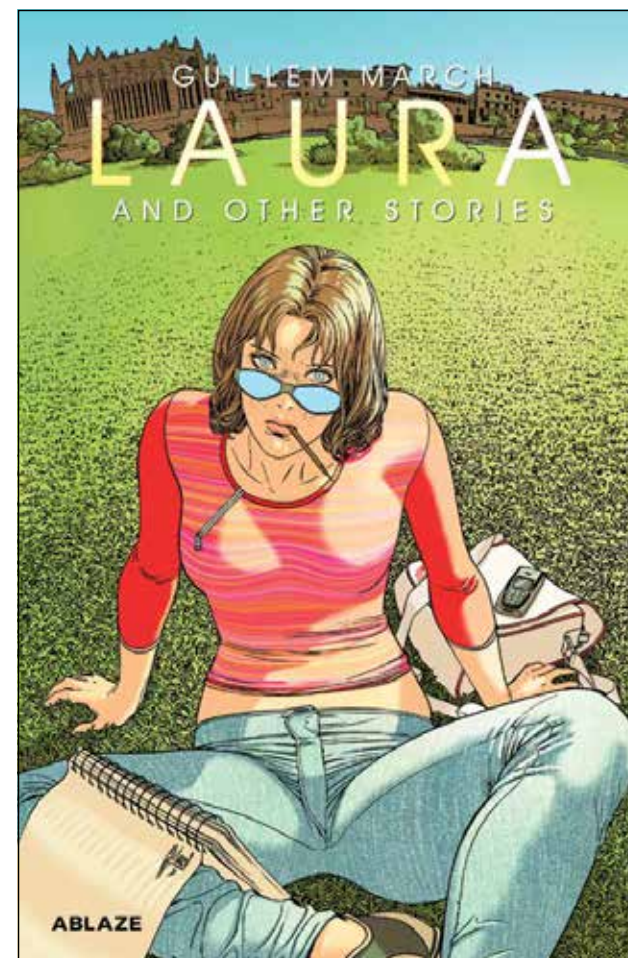
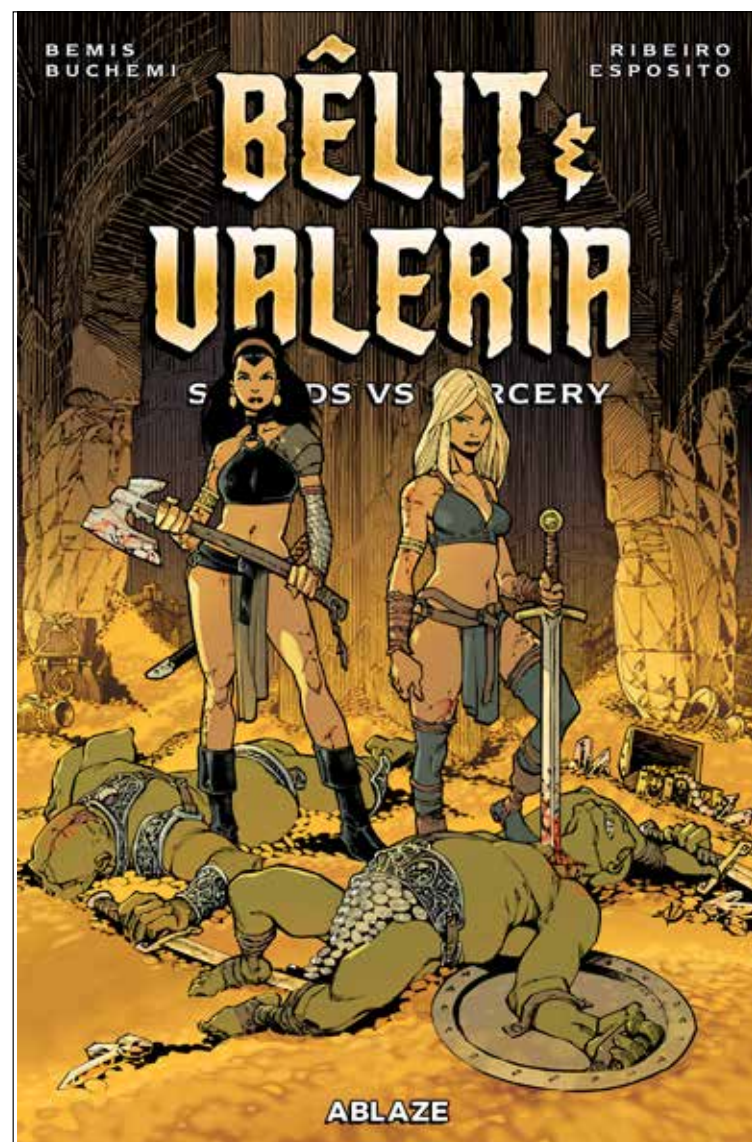
**Robert E. Howard's Hyboria UNLEASHED! See its true nature, its unrestrained violence and sexuality!**

Rising from a watery grave, Bêlit once again finds herself commanding a ship, sailing the seas in search of adventure... and answers. But when a deal goes wrong, she finds herself teamed up with the woman she was holding prisoner: the equally beautiful and deadly Valeria.

These two iconic characters will find themselves traveling together on a mission to find out how Bêlit lives once again that will lead them straight into danger...from the gods themselves!

Collected edition includes the hit 5 issue series, complete cover gallery, plus as a bonus, contains

Robert E. Howard prose featuring first appearance of Bêlit, Valeria, and the origin of the Hyborian Age!



## GUILLEM MARCH'S LAURA AND OTHER STORIES

WRITER/ARTIST: GUILLEM MARCH

HARDCOVER | 112 PAGES | FULL COLOR | MATURE (16 AND UP) | SLICE OF LIFE

PRAISE FOR GUILLEM MARCH:

“The incredible Guillem March”—[JAMES TYNION IV](#)

“visually striking art”— [AIPTCOMICS.COM](#)

“some of the most beautiful artwork you will see all year”  
— [MAJORSPOILERS.COM](#)

“The artwork is such a genuine, fresh breath of air that heightens everything you are watching unfold.” — [DCCOMICSNEWS.COM](#)

“Over the past several years, March has built up an impressive catalogue of work as an artist on some of DC’s biggest icons” — [CBBR.COM](#)

Before his work on Batman and the hit Joker series, before he created Kar-men, there was the heartfelt story of Laura, the book that led Guillem March to the mainstream comics world! Suffering from the ever-painful experience of unrequited love, twenty-year-old Laura takes a look at her life. Does the fact that the boy she has feelings for is in love with someone else mean there is something wrong with her? Or is that just how young love goes? And what will happen when she tries to get past the hurt and move on with her life? Laura is an exploration into the mind of a young woman who has experienced something most people have, but in an honest and beautiful way that only Guillem March can bring us. Other stories in the book include Irene, which explores the nature of inspiration and creating art outside of one’s comfort zone, thanks to some advice from a role model and a cameo by Guillem himself. And in Muse, an artist’s search for a model puts how





LILY WINDOM & ROBERT WINDOM ASIAH FULMORE

# FAMILY TIME



COVER A BY JAE LEE

## FAMILY TIME

WRITER: LILY WINDOM & ROBERT WINDOM

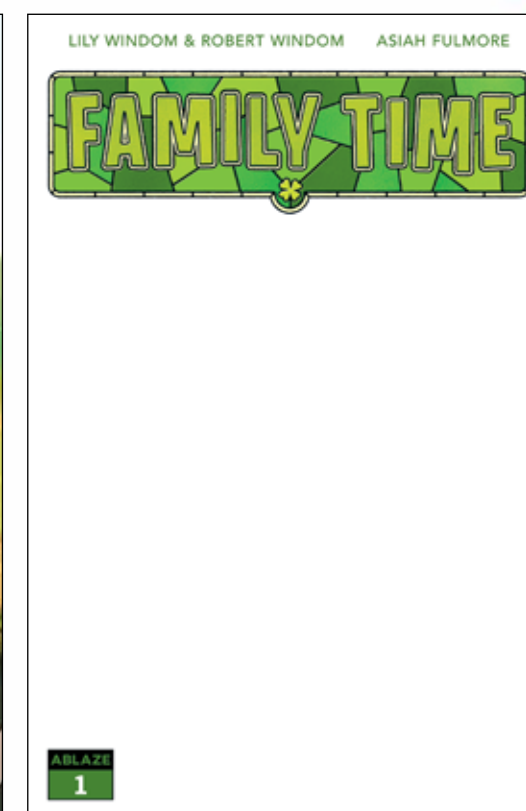
ARTIST: RODNEY BUCHEMI

COMIC | 32 PAGES | COLOR | ALL AGES | FANTASY

The O'Connell family (Lily—age 13; Tyler—age 11; and their parents) are vacationing in Ireland when they encounter an old man with a mysterious crystal that seemingly teleports them 1,000 years back in time. Unsure whether they have stumbled into a historical re-enactment, the family must befriend Rory, a timid local, battle a medieval tyrant named Ciaran and his henchmen, and figure out how to get back to the present, while Lily learns to use her newfound superpowers. From the writer/creator of Seven Sons, Robert Windom, and his eleven-year-old daughter, Lily, comes a fun, fantasy adventure. Featuring covers by Jae Lee, as well as Art Direction and cover art by Sanford Greene (Bitter Root)—both Eisner-Award winning artists—and anime-inspired interior art by new talent and Greeneprotege Asiah Fulmore (DC's Amethyst: Princess of Gemworld).



COVER C BY ASIAH FULMORE



COVER D BLANK COVER



# FAMILY TIME

## INTERVIEW WITH LILY AND ROBERT WINDOM

**What's the process been like working as a father/daughter team? Have you found the dynamic makes it easy to work together?**

**Lily:** It makes it easy because we know each other so well and spend a lot of time together of course. We get along well so it helps us work better together.

**Robert:** I am having a great time working on this with Lily! There is a lot of discussion, and it's fun to make each other laugh.

**Did the story or the idea of working together come first?**

**Lily:** During the early days of covid, when there wasn't much traffic on the road, my dad and I would take car rides each week to pick up food from a restaurant we like. Tyler and I came up with a funny villain name (Dr. McScrufflefingers!), and we decided to build a story around that.

**Robert:** After we fleshed out the story during those car rides, we realized we had a fun script idea for a comic book.

**Are you discovering new things about each other as part of your creative process?**

**Robert:** I discovered Lily knows a lot of slang!

**Lily:** I learned my dad is good at research. We spent a lot of time learning about the history of Ireland.

**Family Time focuses on a vacation gone awry. Was the idea inspired by any real-life circumstances?**

**Robert:** Vocab word!

**Lily:** The idea wasn't really connected to anything that has happened to us. I would really like to go to Ireland one day though!

**Why did you decide on Ireland as the destination for the family?**

**Robert:** It seemed like the perfect place to set a magical, historical story.

**Lily:** Plus, that's where our ancestors actually came from.

**The parents in the story have a hard time disconnecting from work. Is that something that has affected you in real life?**

**Robert:** Ha! Maybe a little.

**Lily:** Everyone loves screentime.

**Is time travel where the surprises end or will readers have more in store for them?**

**Lily:** There are definitely a number of twists and turns in the story! Without giving too much away, this is also a superhero origin story!

**Lily, what's your dad's best and/or worst Dad Joke?**

**Lily:** All Dad jokes are pretty cheesy, and my dad seems to tell a lot of them. One of the most recent ones he asked me was "Why does Norway have barcodes on their warships?"

**Robert:** "So they can Scandinavian!"



## INTERVIEW WITH ASIAH FULMORE

**Can you tell us a little bit about yourself?**

**Asiah:** I am an Illustrator born and raised in South Carolina. My life revolves around art, my two dogs, and BTS.

**How did you become involved with this project?**

**Asiah:** My mentor (Sanford Greene, *Bitter Roots*) recommended me for this project, and I passed the vibe check. Lol no but really, once I got my hands on the script I knew that this was going to be a super fun project, and I really wanted to be a part of it. I was not disappointed. I've really enjoyed working on this.

**What's it like being mentored by Sanford Greene?**

**Asiah:** It's fun and a little chaotic. He's a super busy guy, so I never really know what kind of project he's going to put me on. But no matter if it's character design, comics, or working with college kids, I'm always learning/working on something new.

**Do you have a favorite piece of Irish architecture that you used as reference?**

**Asiah:** I really liked the tiny castle we used for Rory's place. I thought it felt very quaint and welcoming — if not a little unkempt. I think the castle fits Rory really well. I also enjoyed drawing the main room of that castle. The warm atmosphere I was going for really turned out well. It's my favorite location in the book.

**Can you tell us about some artistic influences of yours (culture, media, etc.)?**

**Asiah:** I draw most of my influences from a mixture of my favorite animes (like Hunter x Hunter, Hyouka, and FMA) and my favorite 2000's cartoons (Teen Titans (2007), KND, and Danny Phantom). My style is just a mash of little stylistic cuts from shows, comics, and other artists that just happen to stick with me.

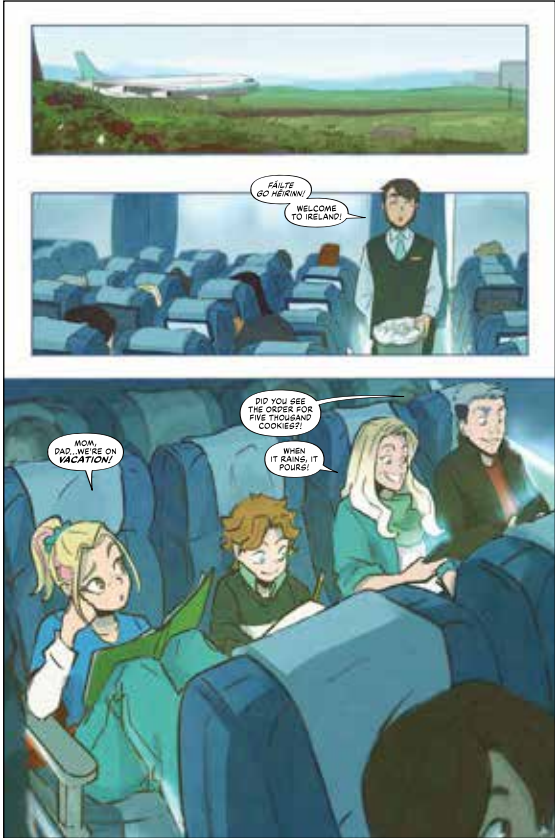
**We're not saying that there will be leprechauns in the book, but if there were, what inspiration would you draw from?**

**Asiah:** I'm not sure! Somewhere in-between Lucky Charms and Leprechaun (1993), most likely.

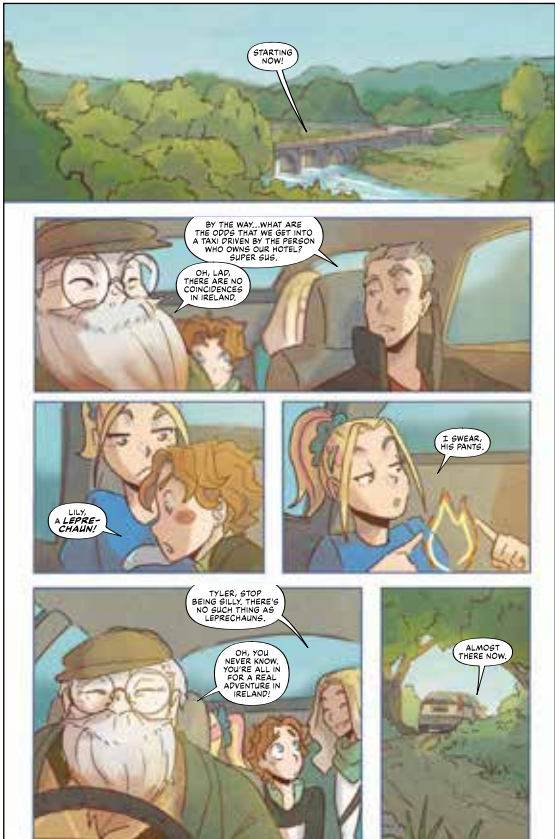
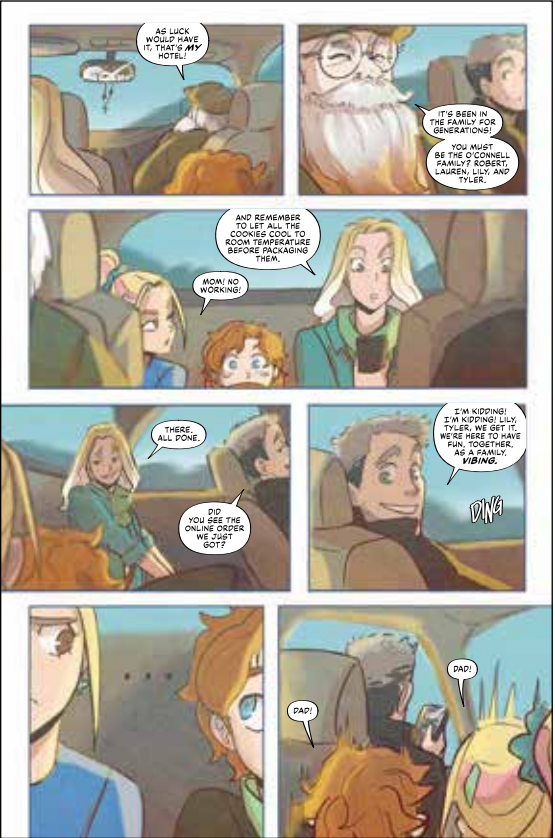




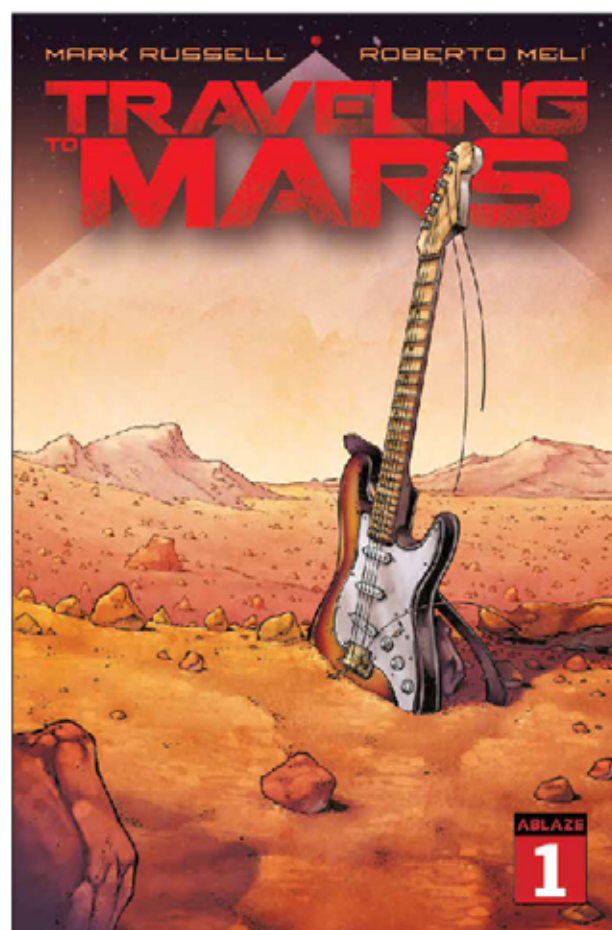
FAMILY TIME PREVIEW



FAMILY TIME PREVIEW







## TRAVELING TO MARS

WRITER: MARK RUSSELL

ARTIST: ROBERTO MELI

COMIC | 32 PAGES | COLOR | MATURE (16 AND UP)

SCIENCE FICTION, ACTION/ADVENTURE | \$3.99

### PRaise FOR MARK RUSSELL:

"Not All Robots. Read this new comic and read everything Mark Russell does. He is brilliant." — PATTON OSWALT

"Mark Russell has proved himself to be the master of serial comics satire and social commentary of his generation ..." — BROKEN FRONTIER

"No one captures the lyrical disconnect between real personalities in fantasy bodies like Mark Russell" — GAIL SIMONE

"In what is probably the most unexpected achievement in current comics, writer Russell manages to make the Flintstones relevant by being topical and candid."

— STARRED REVIEW FROM PUBLISHERS WEEKLY

From Eisner award-winner Mark Russell and hot new talent Roberto Meli comes a compelling new sci-fi series...

Traveling to Mars tells the story of former pet store manager Roy Livingston, the first human to ever set foot on Mars. Roy was chosen for this unlikely mission for one simple reason: he is terminally ill and therefore has no expectation of returning. Roy is joined on his mission to Mars by Leopold and Albert, two Mars rovers equipped with artificial intelligence, who look upon the dying pet store manager as a sort of god. Against the backdrop of not only his waning days but those of human civilization as well, Roy has ample time to think about where things went wrong for both of them and what it means to be a dying god.

A riveting story of planetary exploration and of finding meaning in your final days.



# TRAVELING TO MARS

## INTERVIEW WITH MARK RUSSELL

### What inspired Traveling to Mars?

I wanted to write a story about the futility of thinking other planets will save us from ourselves. The idea for Traveling to Mars first came to me as I was reading all the talks and op-eds and thinkpieces about the urgent need to colonize Mars and spread the seed of humanity to other worlds. And the fact that this world is rapidly becoming uninhabitable they, mysteriously, seemed to think worked as an argument in their favor. But I couldn't help but think that until we first show enough interest in terraforming Earth, in making Earth a planet suitable for longterm habitation, all we can really hope to gain by going to other worlds is kicking the can of our extinction down the road a little bit. As I say in the series, we seem to be a rat racing down what we know is a dead end in the maze, but we don't know where we made the wrong turn or how to get back there... so full speed ahead, I guess.

### What influences and research did you draw on to shape the characters and the setting?

I did a lot of research about the logistical problems of settling on Mars, even as a short term proposition. The big obstacle, the logistical hurdle of sending a human being to Mars that would soak up most of your research and resources, would be in keeping them alive once they got there. And God help you if you intend to bring them back from Mars. The scale of the project and the resources it will cost grows exponentially the more you want to see your settlers alive again. Which is why, in this story, the company that wins the race to Mars is the one that finds a terminally ill man willing to die more or less as soon as he gets there. In Roy's case (our protagonist), he's going from one planet that wasn't interested in keeping him alive to one that is even less so.

### Why did you want to tell this story?

I wanted to give Roy the chance I think I might like to have someday, which is a long and monastic end-of-life experience. A chance to take stock at the end, knowing that it is the end. The chance to reflect on all the love and regrets you've accumulated over the years, and to put your life and what it meant into some sort of cosmic context. And then in writing where someone else (hopefully) might find it. That's the only real form of immortality I believe in. And it's not even very immortal. But somehow, for me and for Roy, it's enough.

### Can you tell us more about the main character, Roy?

His two robot companions Leopold and Albert are also very interesting...what's their story?

Roy is a former pet store manager from the town of Eufaula, Alabama. About as unspectacular a man as you'd hope to meet. And yet, he is about to become the most famous man on Earth. People will hang on his every word. And to Leopold and Albert, though he did absolutely nothing to earn this distinction, he is worshiped as their creator. As close a thing to a god as they will ever meet. Leopold and Albert are "super-rovers", Mars rovers equipped with artificial intelligence. Far more impressive, as sentient beings go, than Roy is. And yet, they consider him a god because they think he is privy to the mystery of life in a way they aren't. Then again, maybe that's all a god is. The beneficiary of misplaced awe.

### Why do you feel Traveling to Mars will resonate with its audience?

When in doubt, I just write about the things that trouble or obsess me and assume that there's a lot of people interested in the same things. I'm not terribly original. But I think all one has to do is look at the news, read an article or two about heatwaves and wild fires and wonder why we keep racing toward the end of what we know is a dead end in the maze. That's ultimately what this book is about. What keeps us from solving the maze and what meaning there is in our lives as failed mice? Which sounds like a terrible downer, I know. But, at the same time, this book is not devoid of hope. There is meaning to be found and, for the most part, it is found in each other. So I feel that, in the end, it's actually a very hopeful book.

### What can readers expect with this series?

I would prefer they read it without any expectations whatsoever. But I know that's a tall order. So I will simply say that this is a book I have been wanting to write for some time. That this is, to me, what science fiction should be. A meditation on life placed in outer space so it doesn't hurt too much to think about it.





# TRAVELING TO MARS

INTERVIEW WITH **ROBERTO MELI**

**Can you tell us a bit about who you are and where you hail from?**

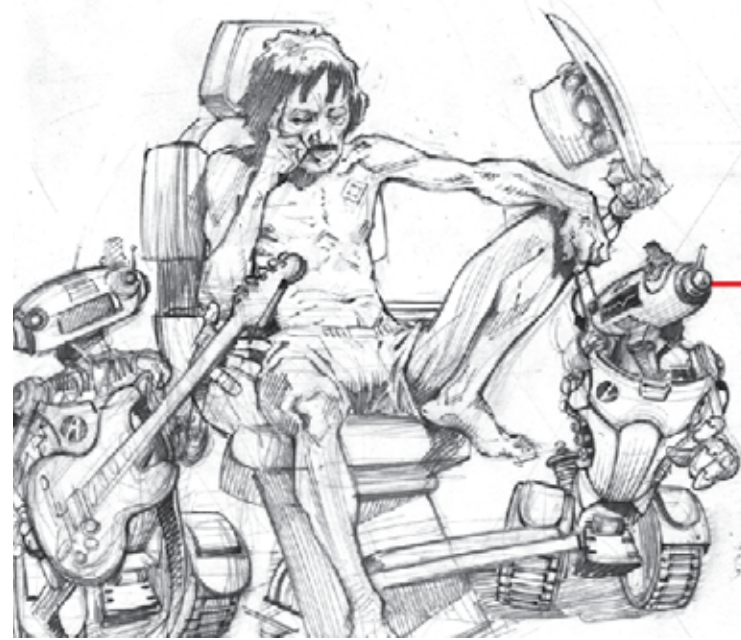
Of course, I can: my name's RoB "Dakar" Meli and I hail (haha) from Italy; "Dakar" is some sort of nickname after my best friend ever, my dog Dakar.

**How did you become involved in this project?**

For a long time I had always dreamt of entering the American Comic Industry and luck struck me when my agent Davide Caci told me about Mark Russell and Ablaze Comics who seemed to like my samples. We talked a bit about it and I accepted with great enthusiasm to be introduced to Mark: I owe everything to Davide Caci, friend, talented agent, little-big brother.

**Were you familiar with Mark's work before this project?**

Of course, I knew who he is, I knew his past works, but I felt like buying more to better understand his style, his poetics...we once met in a video call. He has such an appealing personality, he's very professional at the same time very easygoing: he is always ready to give me precious advice, and he gives me complete freedom to express the way I imagine this world. Furthermore, what I cherish most is his readiness in answering me.



**How did you go about designing the look of this world and its characters?**

I'm obsessed with doing research work; I like, as far as I can, to be ready when I have to draw something and the only way to be ready is by doing research, sketching a lot, etc.; it's hard work, but I like it this way. Mistakes, inconsistencies...they do happen, therefore, I try as far as I can, to lower the percentage of the above-mentioned.

The easiest part, hard to believe, was to find its features of Roy. When I read first the synopsis his face and body crossed my mind all of a sudden and what is really important to me is the fact that Mark liked him too. Roy wears western boots, I simply love western boots, I'd wear 'em even at the seaside, haha!

Jokes apart: I'm very demanding with myself, never satisfied 100%: when I give my best I always realize afterward that it isn't enough, well that's me.

I first tried to imagine the spaceship, and the rooms within, but the features of Albert and Leopold according to Mark's ideas were the hardest stuff: tens of sketches to find the right head, hands, and arms...tens of movies to get inspiration from. Yet, Mark sent me very important sketches of the things he wanted me to draw and develop: I'm having a real blast!

**Any specific inspiration you are pulling from when drawing this book?**

oh, well...when you're fond of comics and of a certain type of story you cannot be full of inspiration: I like so many artists and script-writers, and I am sure I have a lot to pick from every single one. I also am pretty fond of cinema, and many are the movies that somehow find part in my artwork.

## TRAVELING TO MARS PREVIEW





# ZOMBIE MAKEOUT CLUB VOL. 1: DEATHWISH

WRITER/ARTIST: PETER RICHARDSON

**SOFTCOVER | 160 PAGES | B&W | MATURE (16 AND UP) MANGA, HORROR**

## Welcome to DEATHWISH.

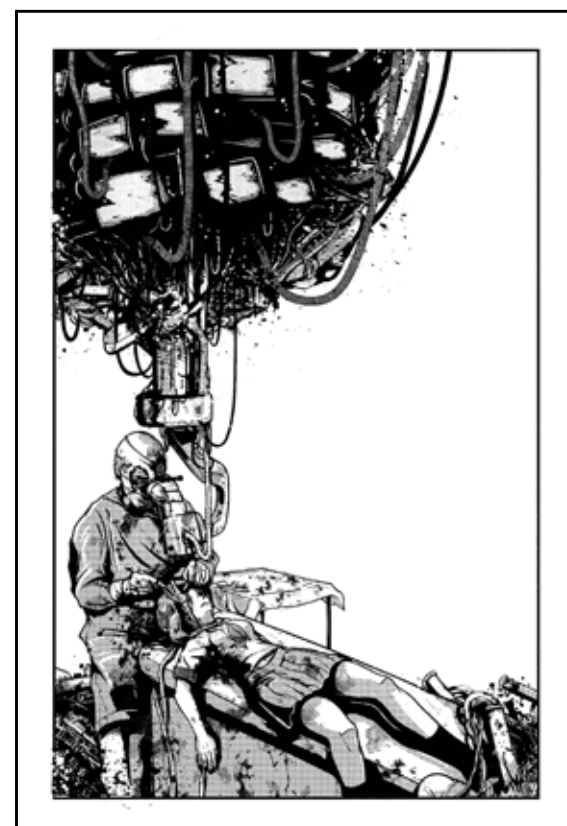
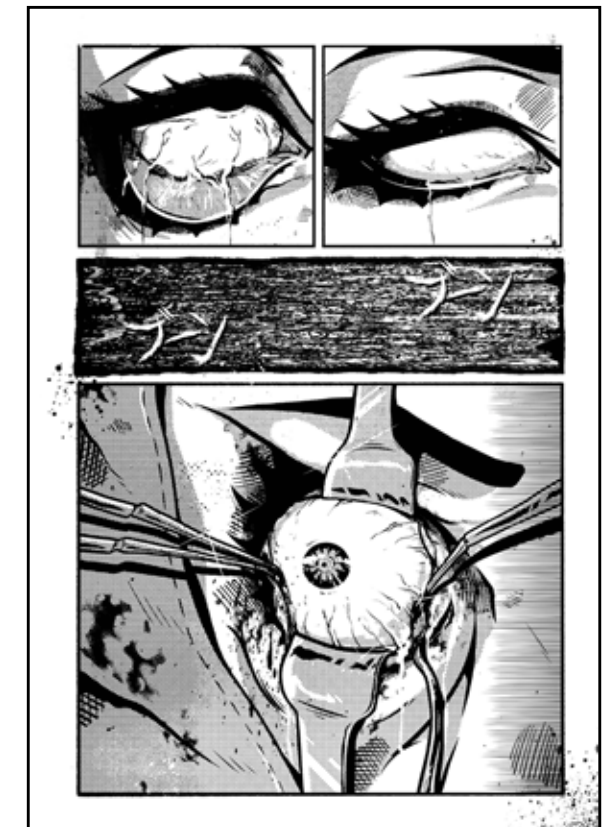
A graphic and chaotic comic about life, death, suicide, and the other side. Brought to you by the creator of ZOMBIE MAKEOUT CLUB (ZMC).

A rebellious high school student is brought back to life in a strange underground facility after dying by suicide. Now, she must piece together not only how and why she has been resurrected, but also confront the fragmented memories of her past and the horrific monsters of the laboratory that want to send her back to the afterlife. This breakneck story illustrates a violent vision of life after death.

ZMC is a well-established success in merchandise, including apparel at Hot Topic and Target in the US HMV (UK) and EMP (Europe) Collecting the popular Webtoon comic series, plus bonus material!



## ZOMBIE MAKEOUT CLUB VOL. 1: DEATHWISH PREVIEW



## ZOMBIE MAKEOUT CLUB VOL. 2



# SPOT IT: DOUBLE TROUBLE

WRITER: DEREK FRIDOLFS  
ARTIST: GABRIELE BIGNOLI

**HARDCOVER | 104 PAGES | COLOR | AGES 10 AND UP | MEDIA TIE-IN, HUMOR**

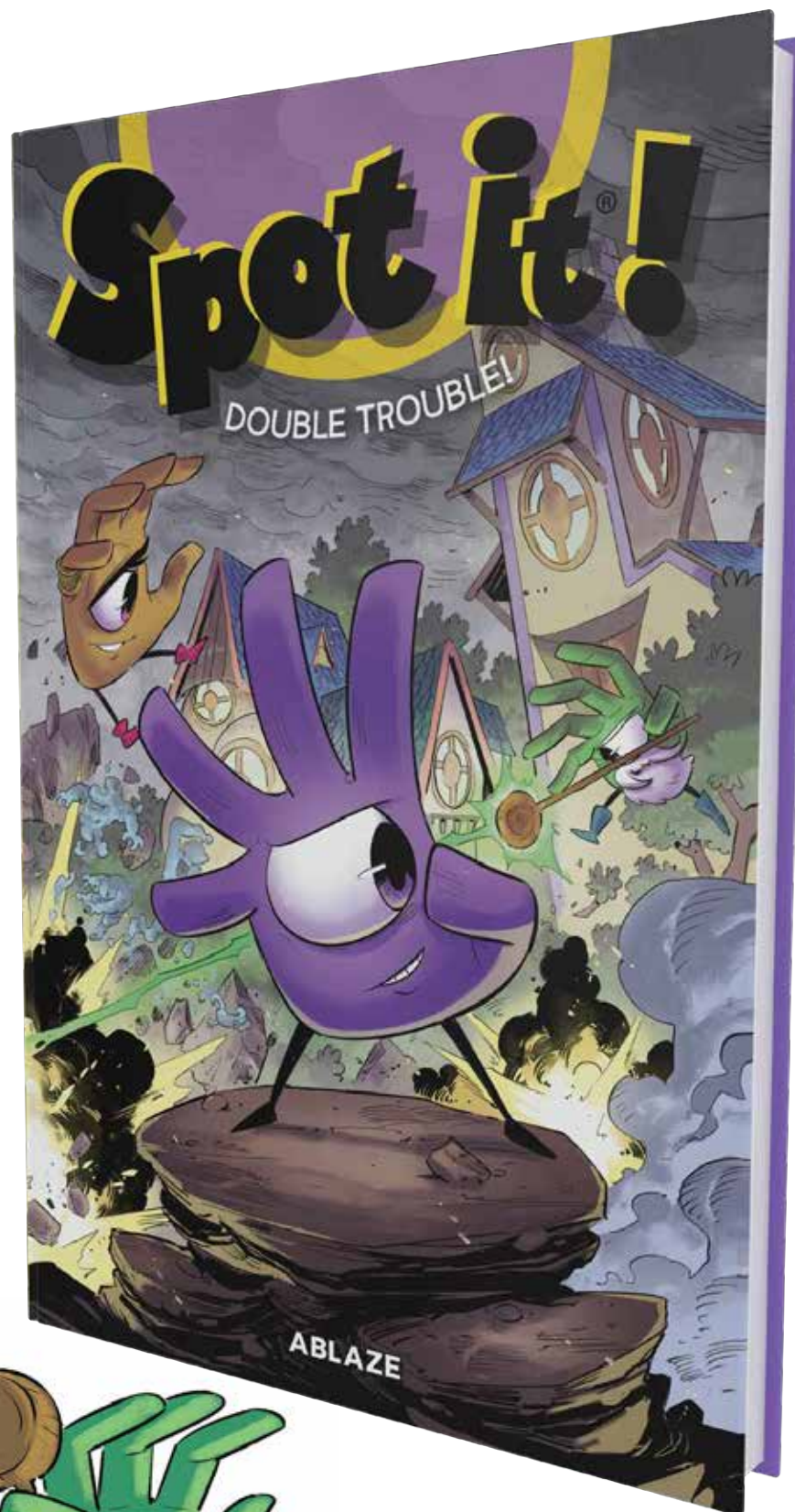
**THE #1 BESTSELLING CARD GAME COMES TO COMICS!**

**Graphic Novel with Game Play! Double the Fun! Activity Pages + Bonus promo pack of cards included with each book!**

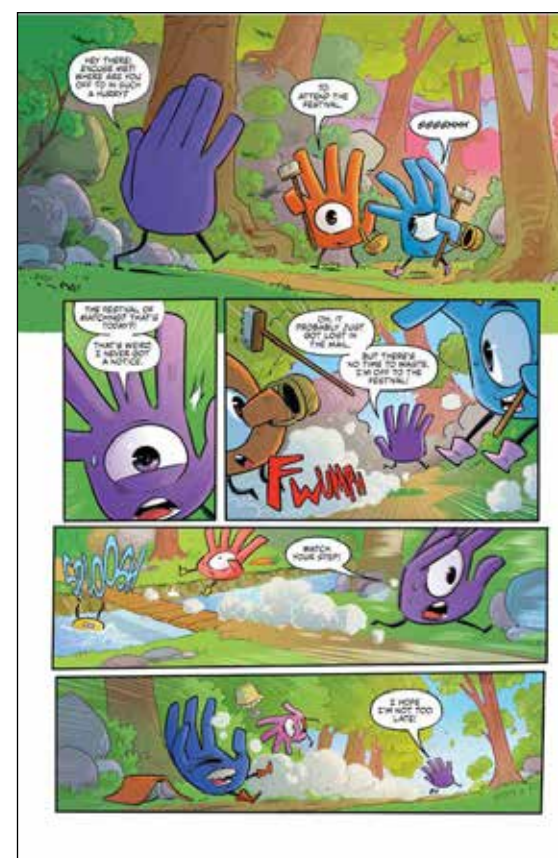
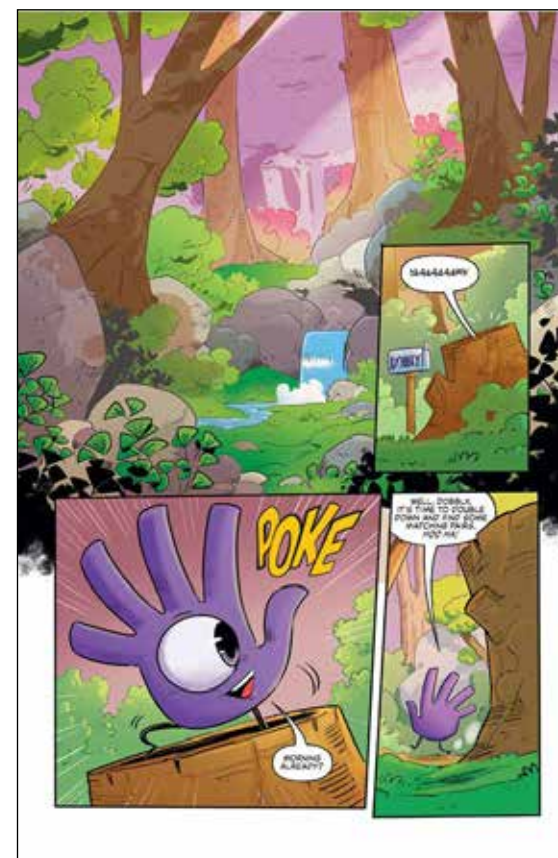
Based on the award-winning visual perception card game and created in cooperation with Asmodee and Zygomatic Games Studio! A perennial bestseller having sold over 24 million units worldwide!

Meet Dobbly. He lives in a world filled with wonderful symbols that have power by finding matching pairs. This ne'er-do-well is so excited about his village's Festival of Matching, he can hardly sleep the night before. So when his impatience gets the best of him and finds himself trying to climb the Great Tree that will produce new pairs for the village, he also finds himself falling off the tree and breaking all of the branches on the way down, ruining the Festival. It's now up to the wizard Zadok and his apprentice, the druidess Dea, to find the magical seeds needed to repair the tree. And Dobbly is tagging along for the adventure!

Traveling farther away from the village than he's ever been, Dobbly and his companions face harsh conditions and danger, all while being tracked by Single, the Dark Cloud King, who wants to cause chaos and prevent them from finding power in matching pairs. Will he prevent them from returning home with the magic they are searching for? Or will Dobbly become the hero he needs to be to help his friends save the Festival of Matching and feel like he belongs?



## SPOT IT: DOUBLE TROUBLE PREVIEW





# THE NIGHTCRAWLERS VOL. 1: THE BOY WHO CRIED, WOLF

WRITER: MARCO LOPEZ  
ARTIST: RACHEL DISTLER

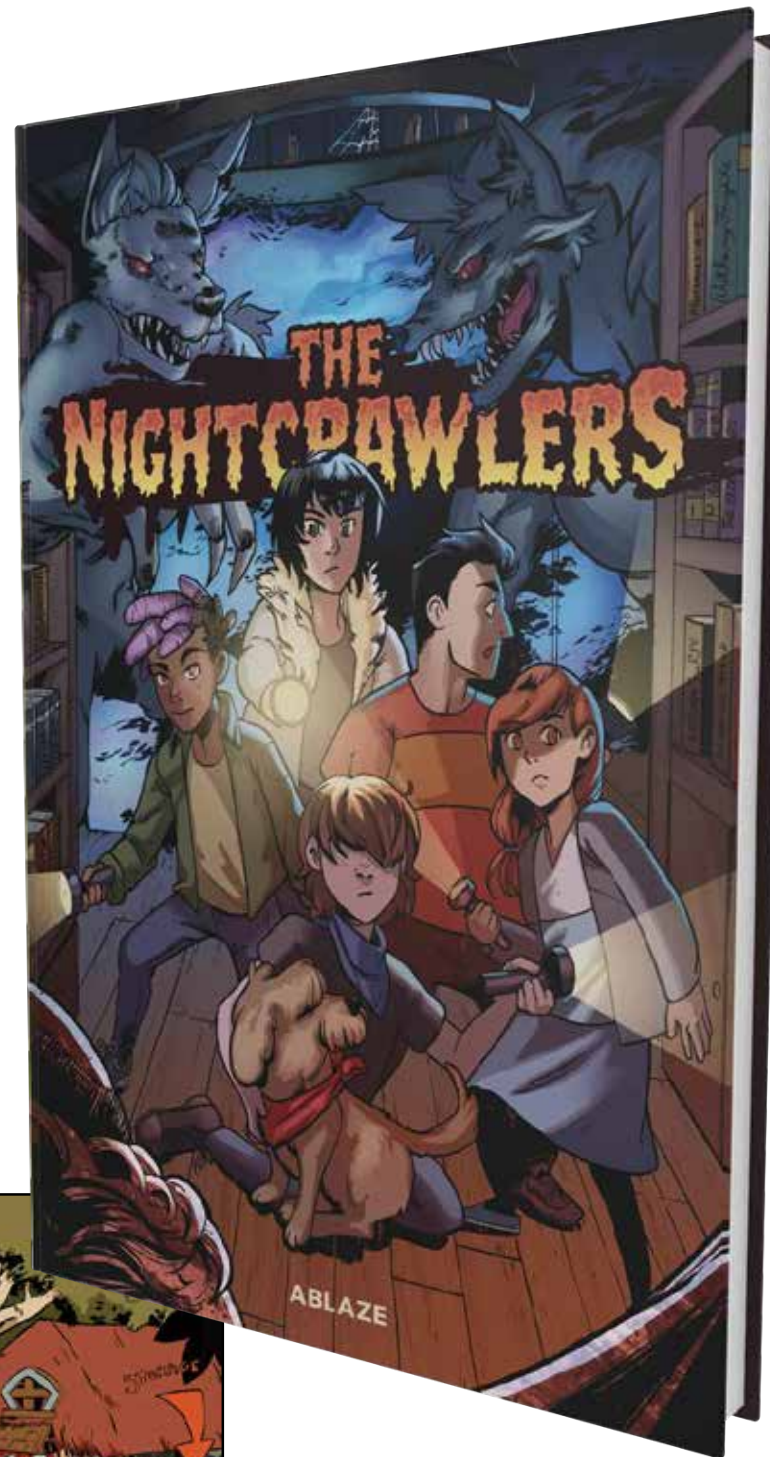
HARDCOVER | 120 PAGES | COLOR | AGES 8 AND UP  
ACTION/ADVENTURE, HORROR

When things go bump in the night, they bump back.

If you think aliens replaced your teachers or your neighbor might be a vampire, then there's only one group to call for help: The Nightcrawlers.

The Nightcrawlers take on their first case when a friend from school believes werewolves replaced his parents. They get more than they bargained for when their investigation leads them right in the middle of a confrontation between their caretaker William Jones and a former Nightcrawler out for revenge. This story is about the unlikely group of friends coming together to help others...with a spooky twist!

An new all-ages supernatural adventure about a group of supernatural kid detectives, by Eisner Award winning writer Marco Lopez and artist on the rise Rachel Distler. For fans of *Goosebumps*, *Ghostbusters*, *The Goonies*, and *Stranger Things*.



## THE NIGHTCRAWLERS VOL. 1: THE BOY WHO CRIED, WOLF PREVIEW





MANIX ABRERA’S 12

SOFTCOVER | 152 PAGES | FULL COLOR | 12 AND UP | HUMOR, FANTASY |

WRITER/ARTIST: MANIX ABRERA

Acclaimed Filipino cartoonist and three-time National Book Awardee Manix Abrera, with ABLAZE, are proud to present his graphic novel “12”.

Twelve remarkable stories, weird and surreal, thought-provoking yet funny, sometimes disturbing, others terrifying, but nonetheless always enchanting. Twelve genuinely touching stories, all drawn in Manix’s engaging style, devoid of words but communicating loudly.

Each story with its own charm, and intriguing twists – a young man spends his entire life searching for answers but shock awaits when he finally gets that eureka moment; someone finds love that unexpectedly finds somebody else; two men argue over who goes first on an escalator; a mother and daughter fight over a cockroach; a drunk man urinates on a tree and gets a big surprise – making you wonder how these mundane plots can turn out bizarrely, prompting you to reflect and crave for more!

What is the meaning of life? Is finding happiness worth it when you lose what really matters the most? Would you even know what matters the most?

Embrace pain and sorrow. Hope for love and will for hope.

Manix Abrera’s 12 breaks all language barriers, cutting straight to your soul, touching your heart in ways you cannot imagine.



“12” © Manix Abrera. All rights reserved.

MANIX ABRERA’S 14

WRITER/ARTIST: MANIX ABRERA

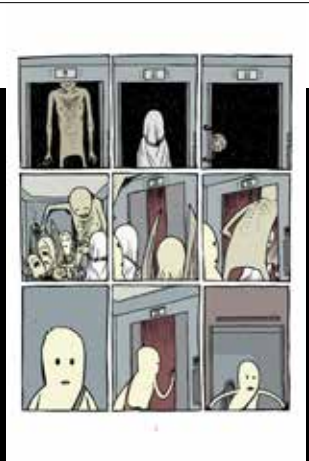
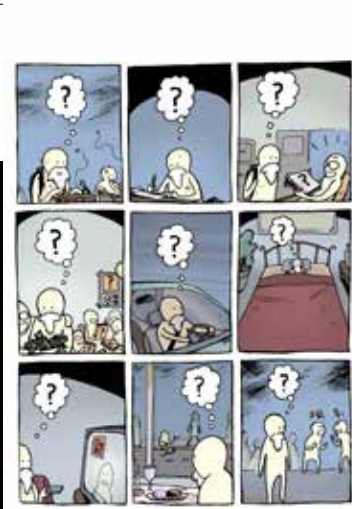
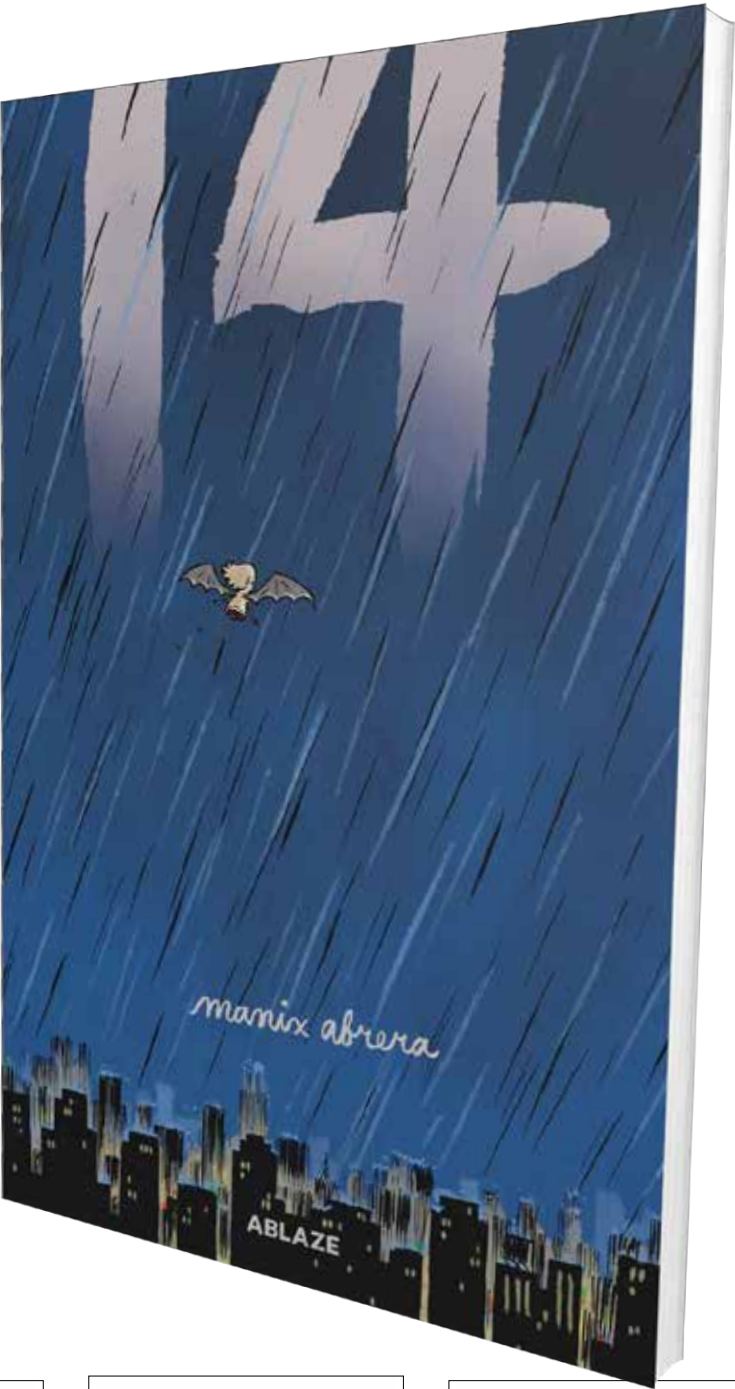
SOFTCOVER | 200 PAGES | COLOR | AGES 12 AND UP | FANTASY, HUMOR

ABLAZE proudly presents “14,” the second silent graphic novel created by Filipino comic artist, Manix Abrera. Winner of a National Book Award (Category: Wordless Graphic Literature) in 2015, awarded by the National Book Development Board and Manila Critics Circle.

14 tells the story of a human who mysteriously discovers a 13th floor in his building and finds himself in the middle of a storytelling session among different mythological creatures of Philippine folklore. Together, with a partying crowd of supernatural beings, he listens to stories narrated by creatures such as the Manananggal, Diwata, Tikbalang, Kapre, Tiyanak, and even by a White Lady and a Doppelganger. 14 is a grand narrative of weird yet wonderful tales, humorous albeit dark and spooky, surreal but unarguably true to the emotions of the heart.

Using absolutely no words in this graphic novel, Manix successfully tells the stories through careful planning of each scene and sequence. Frame by frame, panel by panel, Manix effectively renders each scene in detail and maximizes the power of images to completely convey the stories and emotions he wants to evoke in his readers. It is now up to you, the reader, to notice these details, to savor each frame, page by page until the big picture and meaning unfold sans the usual text balloons. Sounds mind-blowing!

14 © Manix Abrera. All rights reserved. Ablade TM & © 2022 ABLAZE, LLC. All rights reserved.







**JP ROTH'S  
ANCIENT DREAMS  
SOFTCOVER**

**SOFTCOVER | 160 PAGES | COLOR | MATURE | FANTASY**

WRITER: **JP ROTH**  
ARTISTS: **MIKE KROME, DAWN MCTEIGUE, SABINE RICH**

“My tale starts with a ‘once upon a time.’” A long time ago, beings lived who could control the elements, immortality, and time. We called them gods and gave them our worship. They played with us like toys, took our lives and sabotaged our love. Now, the gods are myths. Stories in books—not to be confused with our modern world. I believed this until I found myself tumbling through a dream. This dream took me to another life. To a forgotten time in a bloody age. I dreamt of Hades’s son and a lustful goddess. I dreamt of limitless power and revolving time. I dreamt a death and love that was mine... My name is Cara Wynter, and this is my story.”

Cara Wynter is a literature student living with her twin sister, Lily, in Fairhaven, Washington. A daughter of witches, touch brings Cara only pain, and dark visions of pasts and futures she can rarely change. Already fighting to exist in her strange reality, she begins to crumble when the reoccurring dreams of her own death begin. In a desperate attempt to unlock the secrets in the violent images, she finds herself lost in a contest between love and the will of the ancient gods. With only forgotten memories and the pages of a book to guide her, she struggles to understand her past and break a deadly curse. Cara must face her worst fears, to save the soul of a god she has treasured for centuries, and a love she cannot live without.

JP Roth’s Ancient Dreams graphic novel includes 9 chapters of full color stories, including 3 never collected before, in a complete 160-page collection.

Ancient Dreams is written by author, dreamer and wild child extraordinaire JP Roth. Roth is an American Novelist, and owner of Rothic Comics, founded in 2012, through which she has produced and published five of her original series.

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Theory of Magic © 2022 JP Roth. All rights reserved. Ablaze TM & © 2022 ABLAZE, LLC. All rights reserved.

**JP ROTH'S  
THEORY OF MAGIC**

WRITER: **JP ROTH**  
ARTIST: **SABINE RICH**  
**SOFTCOVER | 144 PAGES | COLOR**  
**TEEN (13 AND UP) | FANTASY**

**Fall into a world of fairytales that tests all the theories of magic...in JP Roth and Sabine Rich's Theory of Magic.**

Every hundred years, a Seelie fairy must be human for three days, in that time, the Unseelie can hunt the Seelie Fey for their immortal flame, and the gods would close their eyes.

A princess of firelight and next in line for the Seelie throne, Selyara is a girl who wants only freedom. Given no protection, she must face three days as a human, alone. Lavara sits on the Seelie throne as queen regent until Selyara has completed and survived her human trial. If Selyara dies, Lavara will take the throne...

JP Roth & Sabine Rich’s **Theory of Magic** graphic novel holds seven chapters of story and art, drawn and colored by Sabine Rich, and includes a cover gallery as well as sketch and layout bonus pages, and a new cover by J Scott Campbell!





## MYTHSPACE: IGNITION

WRITER: PAOLO CHIKIAMCO

ARTISTS: KOI CARREON, PAUL QUIROGA, JULES GREGORIO,  
MICO DIMAGIBA, C.R. CHUA, BORG SINABAN

SOFTCOVER | 248 PAGES | COLOR | TEEN (13 AND UP)  
SCIENCE FICTION, FANTASY

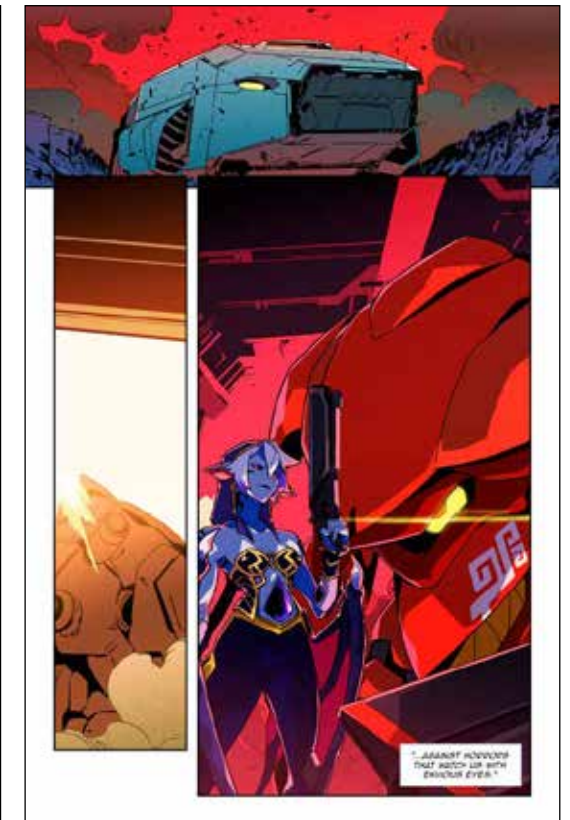
Full color SPACE OPERA tales inspired  
by PHILIPPINE FOLKLORE from  
world-class Filipino creators!

Mythspace: Ignition is a graphic novel collection  
of six stories exploring a universe where the old  
tales of monsters and folklore creatures from the  
Philippines - Tikbalangs, Kapres, Manananggals -  
were inspired by actual alien civilizations. From  
a young man's journey into myth, to a Kapre war,  
to a Manananggal coming of age, these stories  
(now depicted in full color) will take readers on an  
unforgettable journey both strange and familiar.

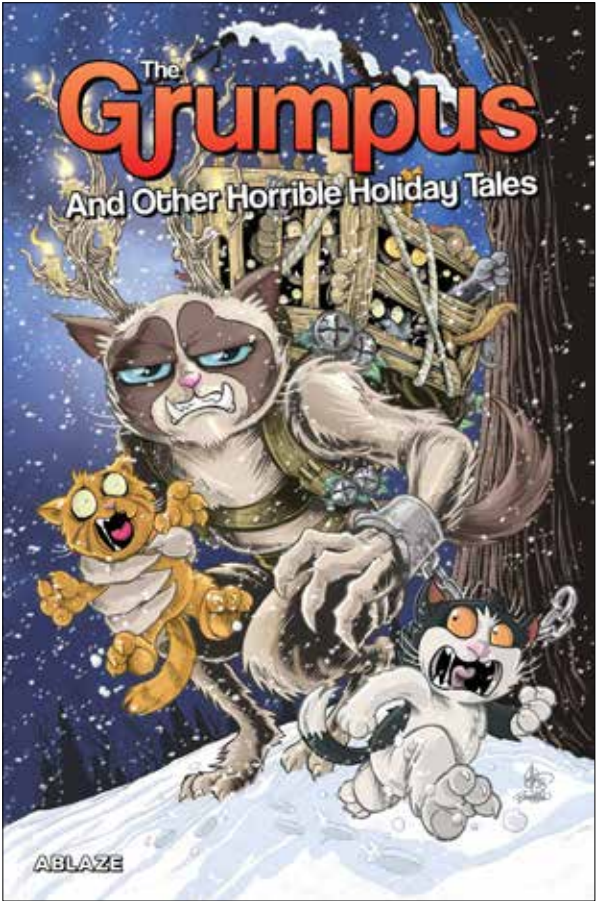
The collection was written and co-created by  
Paolo Chikiamco and features art from a cadre  
of acclaimed Filipino illustrators including  
Koi Carreon, C.R. Chua, Borg Sinaban, Jules  
Gregorio, Paul Quiroga, and Mico Dimagiba.



## MYTHSPACE: IGNITION PREVIEW







# Grumpy Cat: The Grampus and Other Horrible Holiday Tales

A collection of stories featuring everyone’s favorite feline sourpuss that will help keep you in the grumpy spirit all throughout the most joyous season of the year!

Grumpy Cat and her friends star in an origin story parody of the popular Christmas figure The Krampus in the title story.

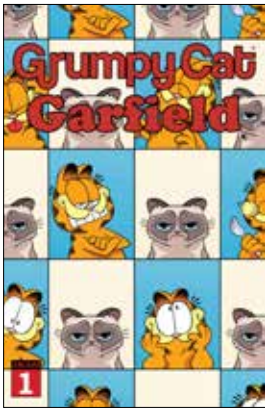
The book also includes other brand new short stories, including:

- “Grumpy the Snowcat”
- “Santa Claws”
- “Grumpy Cat vs. Merry Martians”
- “Deck the Grumpy Halls”
- “You’re a Mean One, Ms. Grumpy”
- “The Christmas Curse”

...and more!

Grumpy Cat returns to comics in style with this all new collection of short stories by acclaimed industry writers and artists...don’t miss it this Holiday Season

## GRUMPY CAT/GARFIELD



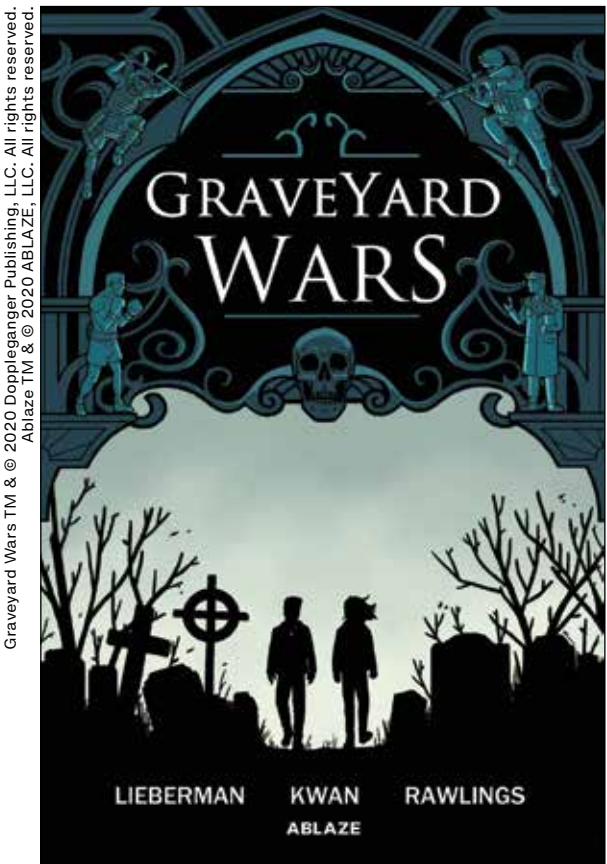
## GRUMPY CAT AWFUL-LY BIG COMICS COLLECTION



# GRAVEYARD WARS vol 1

HARDCOVER/TPB | 232 PAGES | COLOR | TEEN | HORROR, ACTION/ADVENTURE

WRITER: AJ LIEBERMAN | ARTIST/COLORS: ANDREW SEBASTIAN KWAN | LETTERS/COLORS: DARREN RAWLINGS



There are those among us, all of whom have had near death experiences, who now have an ability called a Soul-Skill which allows them access to the skill-sets of the dead; fighter, mechanic, sniper. Anything. This ability connects them in this realm to the soul, and its skill, in the next. Pilot. Hacker. Assassin. Anything. While not everyone who touches death is able to retain this ability those who do have formed two warring guilds: Caretakers and Dark Hearts. The Caretaker’s mission? To use the power of the dead to protect the living. Welcome to Graveyard Wars.

All his life Ethan Noble felt he was different; unstable, crazy. How else to explain his ability to master so many different skills only to have them vanish time after time. All her life Carter Noble has tried in vain to help her brother. Raise him, shield him, understand him. An impossible task, even for a twin, because no matter how hard Ethan tried to explain his behavior Carter was never able to understand and any attempt to enlist help from Sebastian, their father, was met with an icy stare and stony silence.

What all three Nobles will soon learn is that in a world where the secrets someone takes to their grave are no longer safe you need family more than ever. The problem? When Ethan and Carter uncover a web of lies that led to their mother’s death they’re lead straight to their father.

Brought to you by AJ Lieberman, writer of Image Comics (COWBOY NINJA VIKING, TERM LIFE), DC (Gotham Knights, Harley Quinn, War Games) and Scholastic (THE SILVER SIX). Illustrated by Andrew Sebastian Kwan and Darren Rawlings.

TV SERIES  
TO BE EXEC  
PRODUCED BY  
JOHN WICK  
FRANCHISE  
DIRECTOR CHAD  
STAEHSKI!







## MARIA LLOVET'S EROS/PSYCHE HARDCOVER

**HARDCOVER | 144 PAGES | COLOR | MATURE  
SUPERNATURAL MYSTERY, FANTASY, HORROR**

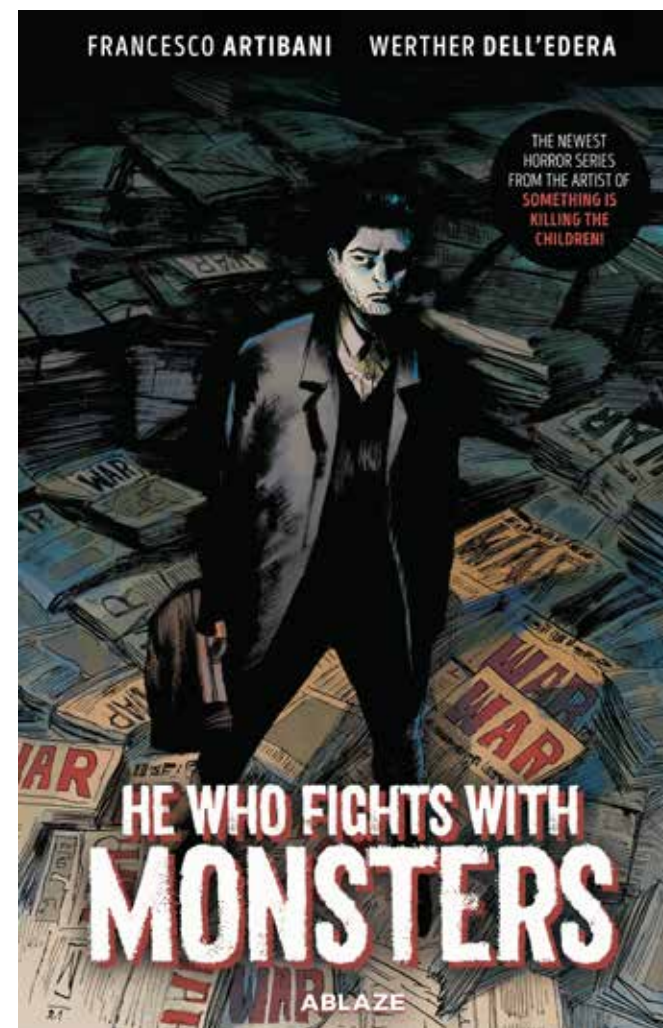
WRITER/ARTIST: **MARIA LLOVET**

**From the artist of the bestselling *Faithless* series...comes *Eros/Psyche*.**

The Rose female boarding school is paradise for young girls...but only if you follow the rules. Because, if you disobey them, you can end up expelled, or even worse, dead.

Sara and Silje are two students learning the rules of the school, which includes classes by day...and the casting of curses and spells by night. A love develops between the two, which is tender, but threatens to break under the weight of the dark secret society within The Rose.

Acclaimed creator Maria Llovet (*Faithless*, *Heartbeat*, *Loud*) brings you a surreal, bewitching tale of love, magic, and tragedy in *Eros/Psyche*.



## HE WHO FIGHTS WITH MONSTERS

WRITER: **FRANCESCO ARTIBANI** | ARTIST: **WERTHER DELL'EDERA**

**HARDCOVER | 144 PAGES | COLOR | MATURE | ACTION/ADVENTURE, HORROR**

**PRAISE FOR WERTHER DELL'EDERA:**

**"Phenomenal" – JAMES TYNION IV**

**"beautifully rendered by Werther Dell'Edera" – CBR.COM**

**"I like the immediacy of the art" – MAJORSPOILERS.COM**

**"Violently delicious art." – WORD OF THE NERD**

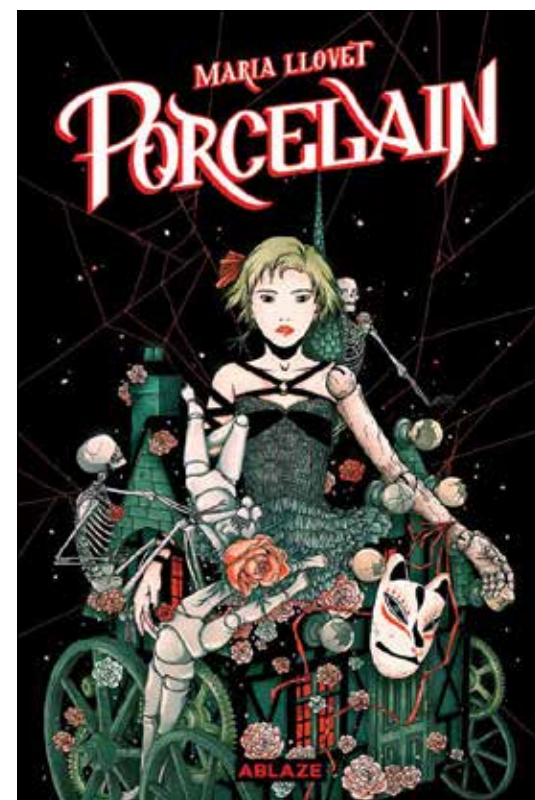
**"Absolutely stunning visually—Werther Dell'Edera's art" – COMICBOOK.COM**

**"Dell'Edera's expressionistic faces do a great job of character development on their own right." – COMICSBEAT.COM**

On All Hallows' Eve, a community struggles under the boot of the Nazi war machine when supernatural forces come to play a part in the conflict! From the artist of the bestselling *Something is Killing the Children* comes a tale that will send shivers up your spine...

It's World War 2 and the struggle between good and evil is in full force. In Prague, the great Bohemian city is being oppressed by the Nazi occupation and the population lives in terror, while the resistance forces try to organize themselves in the shadows. It is an almost impossible task. With the ruthless SS tightening their grip on every street and neighborhood with overwhelming might, only one hope feeds the struggle. A crazy hope, which rests on the fragile foundations of an ancient, monstrous legend...

The HE WHO FIGHTS WITH MONSTERS hardcover collects the hit series and includes a complete cover gallery plus bonus material.



## MARIA LLOVET'S PORCELAIN

**HARDCOVER | 160 PAGES | COLOR | MATURE (16 AND UP) | FANTASY, HORROR |**

WRITER/ARTIST: **MARIA LLOVET**

**PRAISE FOR MARIA LLOVET:**

**"Maria Llovet's work, regardless of the genre, takes on a mystical quality. Porcelain taps into primal horror while maintaining a poetic aesthetic, enchanting readers." – COMICBOOKYETI.COM**

**"Maria Llovet is one of the most important cartoonists today." – BRIAN AZZARELLO**

**"Maria Llovet's artwork is what makes the book a must-read." – COMICSBULLETIN**

**"The art by Maria Llovet is very good" – AIPT.COM**

**"Llovet's artwork is stunning throughout" – COMICBOOK.COM**

Beryl's life in the desert, living with her aunt and her cat, is relatively simple...until the day she finds and enters the Dollhouse.

Stuck inside an ever-changing mystery house that hunts children and turns them into dolls, Beryl goes on a psychedelic journey where she must face the notion of her own limitations and move past them...before she becomes the building's newest prey.

PORCELAIN is a labyrinth of a psychologically thrilling experience told in a way that only acclaimed creator Maria Llovet (*Faithless*, *Heartbeat*, *Loud*, *Eros/Psyche*) can tell it.

The hardcover collection of PORCELAIN includes issues 1-5 of the hit series along with complete cover gallery and bonus material.





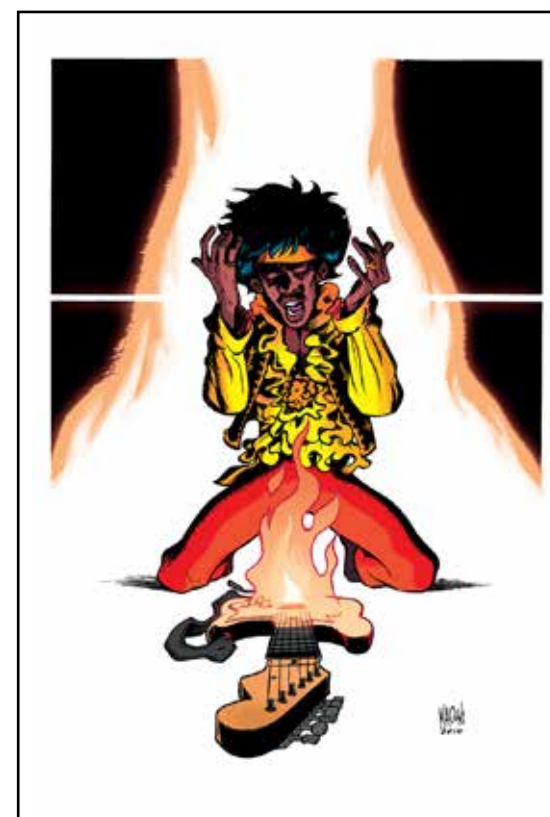
## HENDRIX: ELECTRIC REQUIEM

**HARDCOVER | 144 PAGES | FULL COLOR | MATURE  
(16 AND UP) | BIOGRAPHY**

WRITERS: **MATTIA COLOMBARA AND GIANLUCA MACONI** ARTIST: **GIANLUCA MACONI**

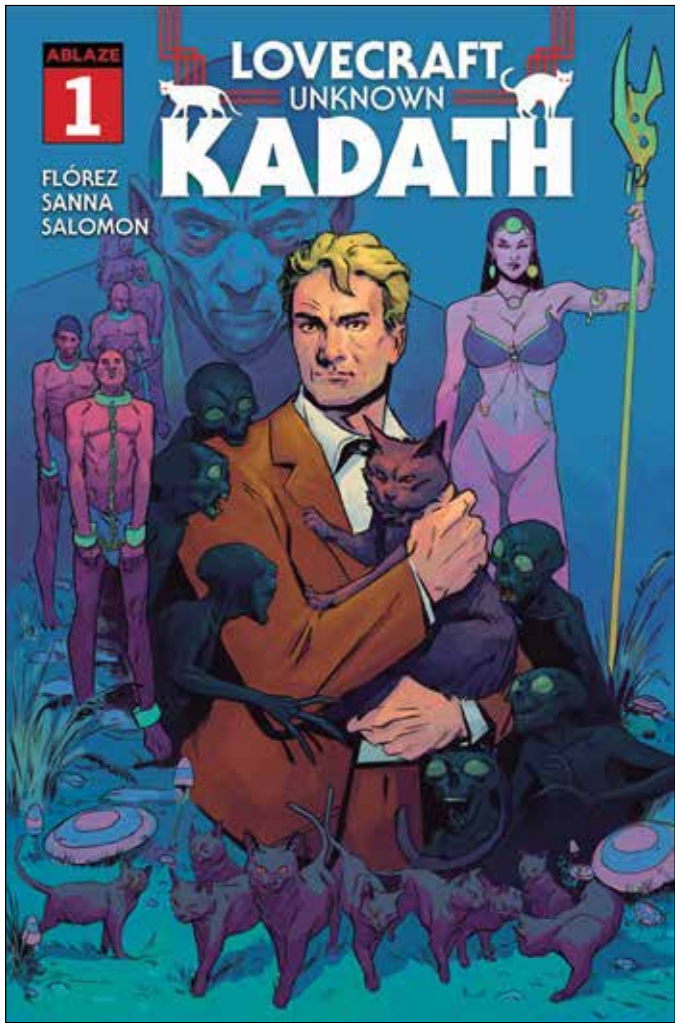
**HENDRIX: ELECTRIC REQUIEM** explores the life, career and music of a true rock n' roll god--Grammy-award winning musician Jimi Hendrix--who Rolling Stone ranked #1 on their Greatest Guitarists of All Time!

A compelling trip into the mind and world of Jimi Hendrix. *Electric Requiem* is an exhilarating ride, from Jimi's difficult beginnings in the South, plagued by racism, through his global stardom and triumph at Woodstock, and the excessive lifestyle of a rockstar. A rockstar who, even with all his experiences, never forgot where he came from. Skillfully illustrated by artist Gianluca Maconi, this gripping tale of music, personal demons and thirst for glory is a must-have for any Jimi Hendrix fan. Includes bonus material on Hendrix's life. Continues Ablaze's bio-graphic novel series of historical individuals and events.





LOVECRAFT: UNKNOWN KADATH PREVIEW



COVER A BY JACQUES SALOMON

LOVECRAFT: UNKNOWN KADATH #1

WRITERS: FLORENTINO FLÓREZ, H.P. LOVECRAFT  
ARTISTS: GUILLERMO SANNA & JACQUES SALOMON

COMIC | 32 PAGES | COLOR | MATURE (16 AND UP)  
SCIENCE FICTION, HORROR

PRaise FOR H.P. LOVECRAFT:

"I think it is beyond doubt that H. P. Lovecraft has yet to be surpassed as the twentieth century's greatest practitioner of the classic horror tale."—STEPHEN KING  
"If one author truly represents the very best in American literary horror, it is H. P. Lovecraft."—JOHN CARPENTER, DIRECTOR OF HALLOWEEN, FOG, AND THE THING  
"Lovecraft is a resonating wave. He's Rock and Roll."—NEIL GAIMAN

**"AA-SHANTA 'NYGH! You are off! Send back earth's gods to their haunts on unknown Kadath, and pray to all space that you may never meet me in my thousand other forms...; FOR I AM NYARLATHOTEP, THE CRAWLING CHAOS!"**

Randolph Carter, a traveler to dreamland, tries not to wake up before reaching his goal, the elusive Kadath: the home of the gods, a place of fantasy and overflowing imagination. Carter walks through a world full of threats and abominable monsters, but also of palaces, exuberant cities, and geographies that remind man of his insignificant role on the gigantic cosmic chessboard.  
What are the reasons to keep going when everything around us is terrifying and lethal? Kadath may offer some answers to this question!

An adaptation of H.P. Lovecraft's *The Dream-Quest of Unknown Kadath* unlike anything you've read before.  
As a bonus, also includes the original prose story!







## CHILDREN OF THE BLACK SUN VOL 1

WRITER: **DARIO SICCHIO**  
ARTIST: **LETIZIA CADONICI**  
COLORIST: **FRANCESCO SEGALA**

From the artist of the hit series  
*The House of Slaughter!*

"It is not difficult to be happy under a blue sky. But it takes a lot of courage to be strong even under a black sun."

Over the years, a black sun has risen twice. A dark dawn whose rays have done terrible things to people's minds, driving them to all sorts of horror. Twelve years have passed since the last time and the world still fears the return of that inexplicable phenomenon. But fear is not the only legacy of those terrible days. All the women who got pregnant under the influence of the black sun have given birth to babies with some... peculiarities. White hair, ashy skin, abnormal proportions, and eyes as red as fire: the Children of the Black Sun.

Brightvale is a small town like many others. Here the Children of the Black Sun are treated with particular contempt, especially in the days leading up to the anniversary of the two disasters. The hatred of their fellow villagers, terrified of a possible return of that horror, will push these kids to unite and embark on a hallucinatory journey to discover themselves and their true nature. But is the black sun really about to return?

**COMING SOON**



## CHILDREN OF THE BLACK SUN VOL. 2

# CHILDREN OF THE BLACK SUN

## INTERVIEW WITH WRITER **DARIO SICCHIO**

**Do you have a particular preference for horror?  
What are some of your influences in the genre?**

I've always been a horror fan, in cinema, literature and comics. Nowadays, I feel deeply attracted toward the new, weird subgenres, and I really dig the indie horror vibe and aesthetic. Directors like Ari Aster, Robert Eggers, Alex Garland and Yorgos Lanthimos (and the A24 horror approach in general) are deep influences for me right now. But, truth be told, I've been a cosmic horror kinda guy since I was a child.

**Did anything in particular inspire the story of Black Sun?**

A lot of things and nothing in particular. I surely was inspired by my recent lectures in the new, weird literature (Vandermeer and Miéville most of all), but I was also deeply influenced by things that are happening around all of us right now. I wanted to create a story capable of acting on the reader at a subliminal level: a story capable of creating a mood inside the reader that reflects a way that (I think) a lot of us are feeling right now: detached, scared, but confused, irrationally menaced, incapable of directing our empathy towards something clear. I can't say if I succeeded or not, but I surely tried; and the stellar work of both Letizia and Francesco (artists that I've known for most of my life, that shared this vision) played a central role in all of that.

**Do you have a fear that there could be an occurrence in the world that can't be answered by science, like the Black Sun? And if so, how do you feel you would react to something like that?**

I'm not afraid of similar scenario per se... I'm fascinated by it. The very idea that all we know and all we have accomplished could be erased not by a known threat, but by something we don't even understand. It's scary, fascinating, and even freeing in a sense.... given that we are proving to be perfectly capable of being the known cause of our predictable demise. I don't know how I would react to something like a black sun... but surely I am fascinated by the idea.

**How has the current state of the world made you think about the way people behave in the book?**

That was my focal point working on this book. Creating the most unlikely and weird scenario I could think of, but writing credible characters to react to said circumstance. The black sun scenario is like a paroxysmal lens. The Brightvale citizen's reaction to the events (and the diversity that they see around them during such a scary moment) is heavily influenced by what we can see in the news and in the streets every day; a situation I wanted to re-enact in the comic in the most detached way possible. That without sacrificing the humanity of the primary characters and their quest for their own identity, which was the focal point of this strange story.





# CHILDREN OF THE BLACK SUN

Artist of  
the hit SIKTC  
spinoff series  
**THE HOUSE OF  
SLAUGHTER!**

## INTERVIEW WITH ARTIST LETIZIA CADONICI

### Tell us a little bit about yourself.

I'm a comic artist, I live in Rome, and I love horror and spooky things. But also shoyo-mangas.

### There are a few pages in this book that are done as children's drawings. Was that frustrating or freeing for you?

Those were actually very funny to draw. I just loved the brutality of what I was drawing but with the simplicity of a kid doing it.

### What inspired the look for the Children of the Black Sun?

The biggest inspiration for me was of course the movie *Village of the Damned*, which I love. Also, we were searching for something that was even more disturbing and alien, but at the same time human. So I thought about all those weird, disproportionate and beautiful figures by Amedeo Modigliani and I tried to "steal" something, the long necks, the shape of the eyes and other little things.

### What drew you to Black Sun? What was your favorite aspect of working on the project?

Me, Dario and Francesco have been working together since 2016, we are friends and we have a very similar taste in comics. So we decided to make something that was completely ours. No limits, no rules, something that was weird and crazy, and of course, horror.

### Any particular influences and inspirations for your style? Have you always gravitated towards the spooky?

My very first influence was *Goosebumps*. I remember myself as a kid in the bookshops staring at the Tim Jacobus covers, completely fascinated. I've always loved horror movies, horror books and whatever that scares me. I love the aesthetic and the storytelling of the genre, and growing up, I just wanted to do something on my own. That's why I started drawing. Anyways, today I have the complete collection of *Goosebumps*, which I'm very proud of.

### What were some of your favorite comics growing up?

One of the first comics that blew my mind was *30 Days of Night* by Ben Templesmith. It opened a world of amazing artists to me, like Ashley Wood, Dave McKean and many others. Also, I was (I am) obsessed with Junji Ito's works. He is probably my favorite comic book artist ever.



## CHILDREN OF THE BLACK SUN PREVIEW







## MAGICAL BEAST SHERBERT



“**Magical Beast Sherbert**” is an anime series in development by **Zexcs** (Jewelpet, Diabolik Lovers, Shadowverse), and is an insane blend of magical girls and multiverse adventures! (think Sailor Moon meets Spider-Man: Into The Spiderverse).

The manga is written by “Magical Beast Sherbert” creator Rai , and parallels the anime series storyline. Rai is an American creator who produces anime content for indie video game publishers, who also is a voice actor, streamer and content creator, Drawn by Mochiusagi, who has been published in top girls’ manga magazine Ciao. Her works include “Aikatsu Go Go Go”, Ciao’s “Yo-Kai Watch” anthology, and “Nanairo Change.”

☆  
The story is about Erika is an 11-year old girl growing up in Tokyo, when one day she saves a strange looking rabbit from a ravenous monster. This rabbit (who is really a mix of rabbit, deer and dragon...and from another version of Earth named Lylasia!) is named Sherbert, and he enlists Erika in his fight to defeat the monsters called The Kuuka! Sherbert has the magical ability to hop between dimensions. At first, he doesn’t realize his magical abilities, and accidentally winds up in our version of Earth, with a bunch of evil creatures from his world in tow. He desperately wants to be a hero like his older brother, Gelato, but doesn’t really know what it takes to become a true hero. When he’s rescued by Erika Togawa, he decides that he’ll make her a magical girl sidekick to help on his quest...but their bond and power both grow exponentially when they work together as a team! And so Sherbert and Erika embark on a quest to save not just our Earth, but all Earths!



# FRIDAY FOSTER: THE SUNDAY STRIPS HC

WRITER: JIM LAWRENCE  
ARTIST: JORGE LONGARON, GRAY MORROW

**HARDCOVER | 304 PAGES | COLOR |**  
**TEEN (13 AND UP) | CLASSIC REPRINT/ARTBOOK**

For the **FIRST TIME EVER**, the classic **FRIDAY FOSTER** newspaper color comic strip created by James D. "Jim" Lawrence (of Buck Rogers and James Bond fame) and illustrated by Jorge "Jordi" Longarón then later Gray Morrow is collected. The strip ran from 1974-1970 and inspired the 1975 movie of the same name starring Pam Grier. The strip is the first mainstream comic strip starring an African-American character in the title role.

The Friday Foster comic strip is the story of a former nightclub "camera bunny" turned photographer's assistant turned fashion model. With an innate inclination to help others and a natural beauty that makes her a magnet for men, Friday often finds herself in some very sticky situations and world class adventures.

The book will also include a significant bonus section including multiple interviews, an expanded sketchbook section, artwork, photos, essays, articles, behind-the-scenes info, and more!



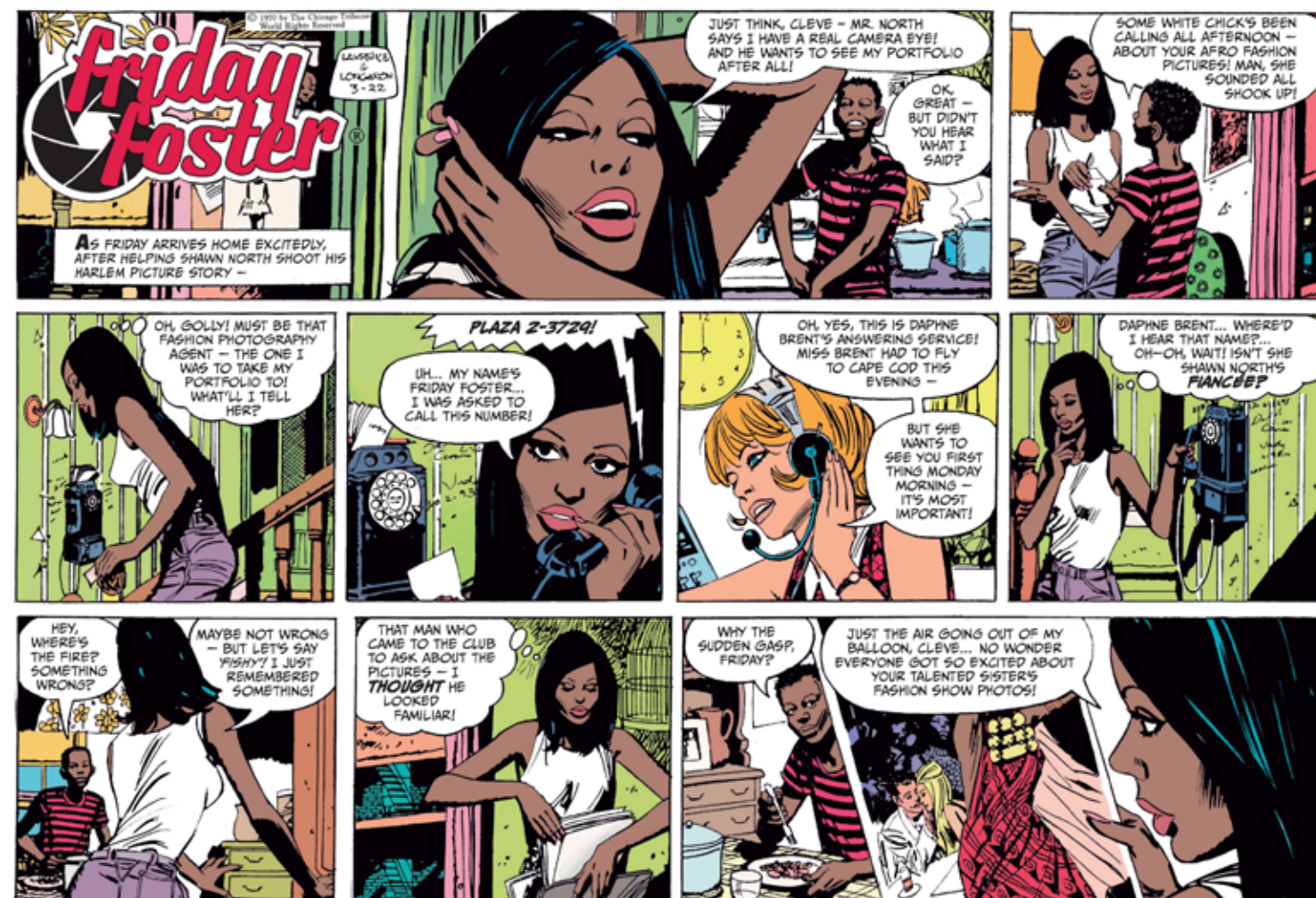
## EISNER & RINGO AWARD NOMINATED!

"this is a lovingly compiled edition celebrating a pivotal part of Black comics history." —[BROKENFRONTIER.COM](#)

"In the future, when rare, cult-favorite comic strips are collected, as they should be, I hope the various editors and publishers use the new Ablaze collection of Friday Foster as a template." —[FORCESOFGEEK.COM](#)

"Friday Foster: The Sunday Strips is what casual and diehard fans of the comic strip need to have in their library. The stories, essays and interviews by the different writers more than entertain, they give the ultimate look at this hero. Altogether, if you are looking for a gift for an old school comic book fan, this book more than suffices and offers a different protagonist who was ahead of her time." Story: 9.0 Art: 9.0 Overall: 10 Recommendation: Buy" —[GRAPHICPOLICY.COM](#)

"This collection has just about everything I'd want from a book about a little-known strip that deserves more attention. It's a beautifully comprehensive package and a compelling soap opera to read. I thought it was fantastic!" —[COMICSWORTHREADING.COM](#)





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