



Comic Book School presents... Creator Connections: Panel 1

An anthology based on the #8PgChallenge of 2020

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INTRODUCTION

This is the very first volume of the Comic Book School 8-page Anthology: Panel 1, showcasing the talents of writers, artists, editors, and dozens of supportive comic book nerds. We put together comics from new, and previously unpublished creators with some indie makers mixed in. The result is the comic book you are about to read. We are immensely proud of the work we have put together here and the community behind the scenes.

How this all started...

When Buddy Scalera ran the Comic Book School panels at New York Comic Con, he was surprised that year after year so many aspiring creators attended his panels but never broke into the industry. Each year he'd see many of the same faces at the Creator Connection networking events, but they still seemed stuck on the outside. Buddy's friends and industry professionals showed massive audiences exactly how the magic was made. And yet there weren't many new comics coming out of those amazing interactions.

I met Buddy Scalera, at New York Comic Con in 2019 at the Comic Book School Creator Connection panel. I had a great time meeting a ton of interesting people. I mentioned to Buddy my lack of confidence in my ability to produce creatively. He took the time to speak with me one-on-one about that doubt. Buddy challenged me to write an 8-page comic for New York Comic Con 2020. I wrote myself a schedule and sent it to Buddy for accountability. He thought it was great, and asked me to share it with others from the networking events. Thus, the 8-page Challenge was born. But as in any great epic, the universe had other plans..

The global events of 2020 can't be overstated: we all had a lot to deal with as our worlds turned upside down. But even with everything that happened, we succeeded and created this anthology. We built a community of creators and support for those creators. We hope to continue this 8-page challenge every year, bringing more creators into the world of published comics.

To all of our creators, your work is spectacular. I could never have guessed at New York Comic Con in 2019 that I would be reading, and reviewing such a diverse and interesting set of stories. I appreciate all of your submissions, hard work, collaboration, and determination. This anthology is for you, and I hope that it is everything you hoped it would be, because thanks to you, for me, it is.

I'd like to give a big shout out and a delayed hug to our IT support, Kevin Pei, who not only kept the council in touch but helped keep the forums up and running for this newly formed digital community. Many thanks to Arielle Lupkin for always volunteering and having something to contribute, your joy and enthusiasm are contagious. Cathy Kirch, thank you for being available always and for helping mentor many of us with writing and storytelling knowledge to make us all better creators. Thank you to Maryam Mark for keeping our community a positive place of learning and sharing that keeps our community welcoming to new members. And thank you to Rob Andersin for being the Comic Book Advocate around the clock and teaching us the ways of live streaming and living digitally. Kyle Rose, thank you for supporting the council, always being the voice of reason and the first to support others in their own great ideas. And thank you to Kristian Stout for helping with all the legalese that makes our heads spin; your assistance remains an invaluable asset to our community. All the thanks to Kris Burgos, Bolu Oriowou, Matthew Timpanelli, and Mike Ponce, thank you for your involvement and volunteering to get our tasks complete as this year comes to a close. Finally thanks to Grant Shorter for hanging in there with us and supporting our site and our eyes with all the visuals Comic Book School has to offer. And to all the people on the council and in the community, we couldn't have done this without any of you.

To A. A. Rubin, thank you for your experience and motivation which not only kept us on track, but brought us to the finish line. Without your tireless efforts and follow-up, this anthology would not have happened. Thank you for the idea of the Flash Fiction section, and for staying up past your kids' bedtime to get this done. Thank you.

And to Buddy, we did it; we made a comic book anthology, we built a community of Comic Book Creators, and we are published. Your continued encouragement of the people in this community is inspiring, and your faith in me has helped me more than I can express in words. You are the leader we were all hoping for and didn't even know it. Let's do it again next year.

D. Alley Editor, Comic Book School December, 2020

> "A leader is best When people barely know he exists Of a good leader, who talks little, When his work is done, his aim fulfilled, They will say, "We did this ourselves." -Lao Tzu, Tao Te Ching

THE BATTLE OF THE BELLY OF THE BEAST

Writer/Penciler/Inker/Colorist/Letterer: Boluwatife Oriowo

On Twitter <u>@aesderelict</u> For more visit: <u>https://boluoriowo.wixsite.com/oriowoportfolio</u>

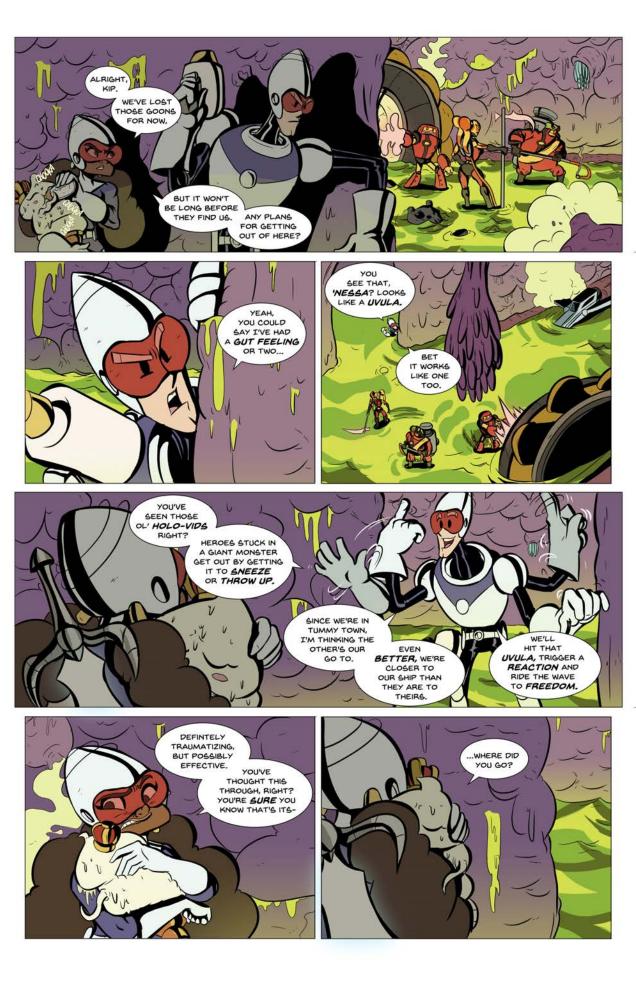
The Battle of the Belly of the Beast © 2020 by Boluwatife Oriowo



THE BATTLE OF THE BELLY OF THE BEAST

STORY AND ART BY BOLU ORIOWO

@aesderelict

































BRON THE LUCKY IN... HAIL CHAOS

Written/Art/Letterer: Zach Herring

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Colorist: Maja Opacic

On Instagram: @maja_colorist

Story Edits: Mia Herring

For more visit: <u>RedherringComics.com</u>

Bron the Lucky in... Hail Chaos! © 2020 by Zach Herring

BRON the Lucky In... hail, chaos! story edits by mia herring written and drawn by COLORED BY zach herring

maja opacic

O @MAJA_COLORIST

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REDHERRINGCOMICS.COM

O @ZHERRING

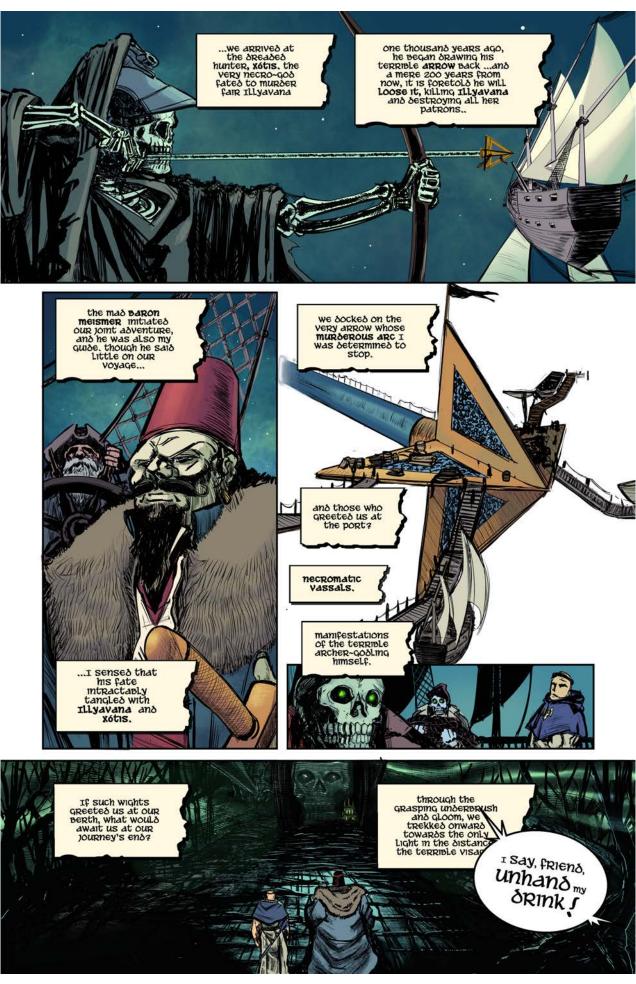


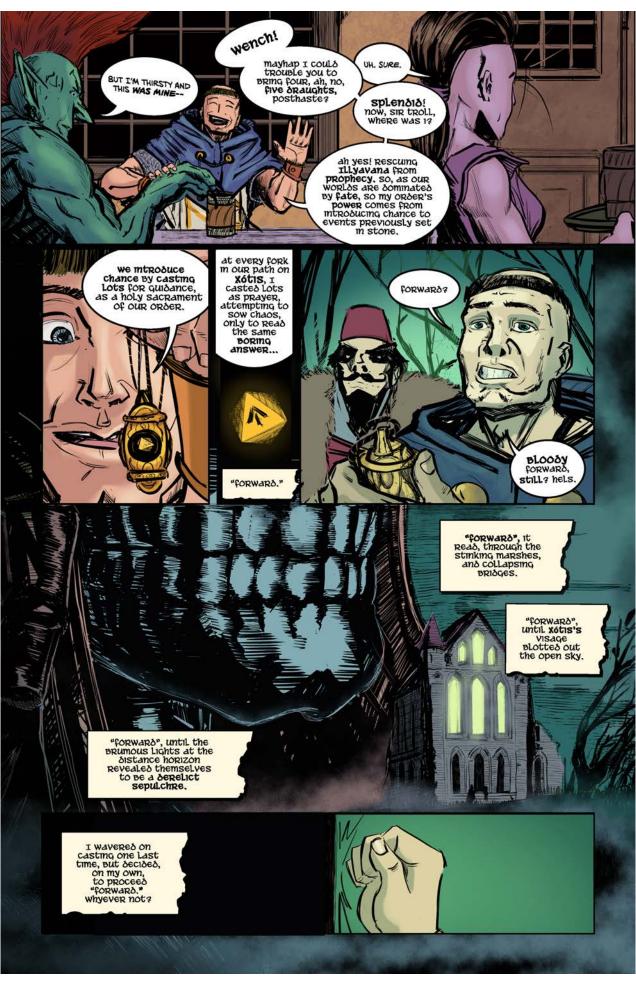
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CAMRIDDEON AND THE LEIGHMAN LURKERS

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Letterer: Micah Myers

Camriddeon and the Leighman Lurkers © Jack Holder & Evan Scale





































THE CREATIVE JOURNEY

Writer/Letterer: Rob Andersin

For more visit: <u>MrAnderSiN.com</u> On Facebook: <u>@Mr.Rob.Andersin</u> and <u>ComicBookAdvocates.com</u>

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Kvgir

Peter A. Deluca

Martha Schwartz

Danny McCallum

Criss Madd

Editor: Chuck Pineau

For more visit: mrandersin.website/cbs-8-page-challenge

The Creative Journey © 2020 by Rob AnderSin

WRITTEN, LETTERED & CREATED BY- MR. ANDERSIN

EDITED BY- CHUCK PINEAU

ART FOR PAGE 1 BY-MIKE SEALIE

ART FOR PAGE 2 BY- KVGIR

ART FOR PAGE 3 BY- PETER A. DELUGA

ART FOR PAGE 4 BY-MARTNA SCHWARTZ

ART FOR PAGE 5 BY-MARTHA SCHWARTZ

ART FOR PAGE & BY-DANNY MCCALLUM

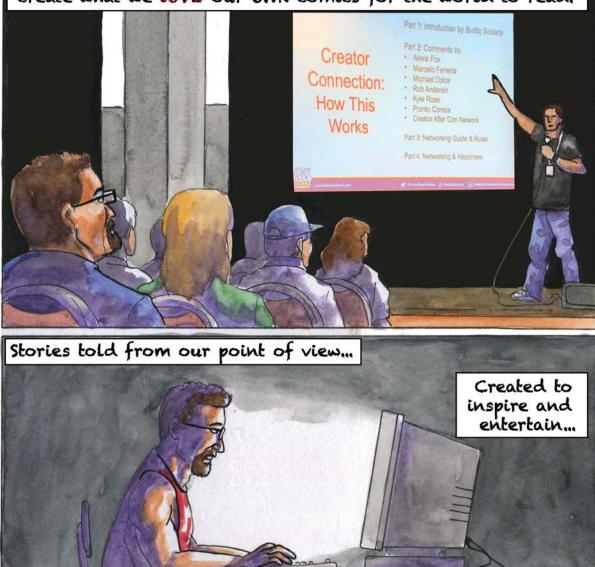
PAGE 7 IS THE SCRIPT OF THE PAGE AS WRITTEN

ART FOR PAGE 8 BY-CRISS MADD

More info for this project found @ mrandersin.website/cbs-8-page-challenge

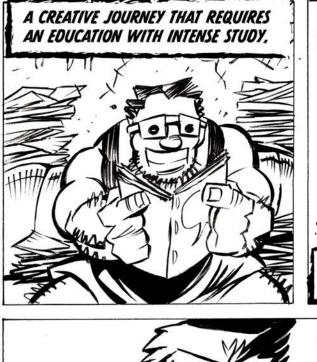


That Fandom follows us through out our life, and for some of us, it becomes more than fandom, it turns into a need to create what we LOVE-our OWN comics for the world to read.



as other creators have done for us.

The process of creating comics requires...

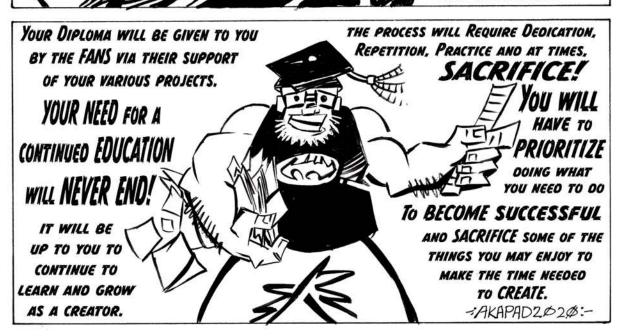




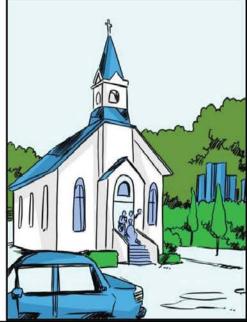
A STUDY OF THE CRAFT OF COMICS ITSELF FROM MULTIPLE RESPECTED SOURCES.

IT'S UP TO YOU TO GET AN EDUCATION!!!

YOU HAVE TO ATTEND PANELS ABOUT CREATING COMICS, WATCH VIDEOS ABOUT CREATING COMICS AND YOU HAVE TO ASK THE QUESTIONS YOU HAVE TO THOSE WHO CAN GIVE YOU ANSWERS.



Despite how hard you work on your Creative Journey, Life will continue to move at its normal pace. Just because you are creating your Own New Worlds doesn't mean the one you live in will slow down for you so you can create. You will have to live in both the World around you and the ones you are creating at the same time and keep on track in all these worlds you belong to. Life has a way of getting in the way just like in your stories. And a lot can happen to you on this Journey You May Decide to Tie the Knot.





For many of us at the beginning, we will have to keep working a day job to pay the bills and keep us creating. That will...



include all the stresses of having a job and coming home after to work on our Creations.



Bad things will probably happen to you, some of which may change your life in negative ways. You will have **Setbacks** and **Suffer** some **Losses** along the way. That's Life.

It will become about what is **NEXT** that will shape Your Creative Journey. Every experience in your life can- and often will- shape your creations. Even Crippling loss can be later used to tell a story of a broken system or even



Give Hope to Those who May NEED it MOST!

There will be moments in your Journey that will change you, motivate you, excite you and inspire you to change the world around you. You may become a parent and see the world in a new way. That moment can inspire in you a change that you never see coming, until, you hold that lil' human in your arms and feel that responsibility of making the world better for them. You may be inspired by a scientific discovery that is so interesting to you it inspires you to make something never seen before.

LEAVING

Empire State

NEW

You may leave behind all you know and start a new life in a new place. You may be inspired by New LOVE or maybe a reconnection to the Love you already had and took it for granted for too long.

Life itself will be the thing that inspires you in ways that you will not see coming, and it will be for you to express through

> creations even when you reach a painful end. As a creator that is fuel for Creation. You have to learn to tap into your life for Inspiration!

vour



PAGE 7 NARRATION FOR TOP OF PAGE and rectangle Panels that should slash an arrow that points toward the goal and outcome:

"All That Hard Work you do on YOUR JOURNEY leads to big Changes"

for this page 3 rectangle splits of from fan to creator Panel 1 row 1 Rectangle TOP NARRATION:: "You go from From Fan to Creator..."

SCENE: "From a computer screens buying a ticket to buying a table."

> Panel 2 row 2 Rectangle TOP NARRATION:

"From walking in the front door to walking Through the loading Dock with a hand truck full of totes with my son Jaxx with me."

SCENE:

"From walking in as a fan to walking in the back with a hand truck full of comics to sell with your son."

Panel 3

row 3 Rectangle TOP NARRATION: "You go from from standing in front of a table to being behind one talking to your fans."

SCENE:

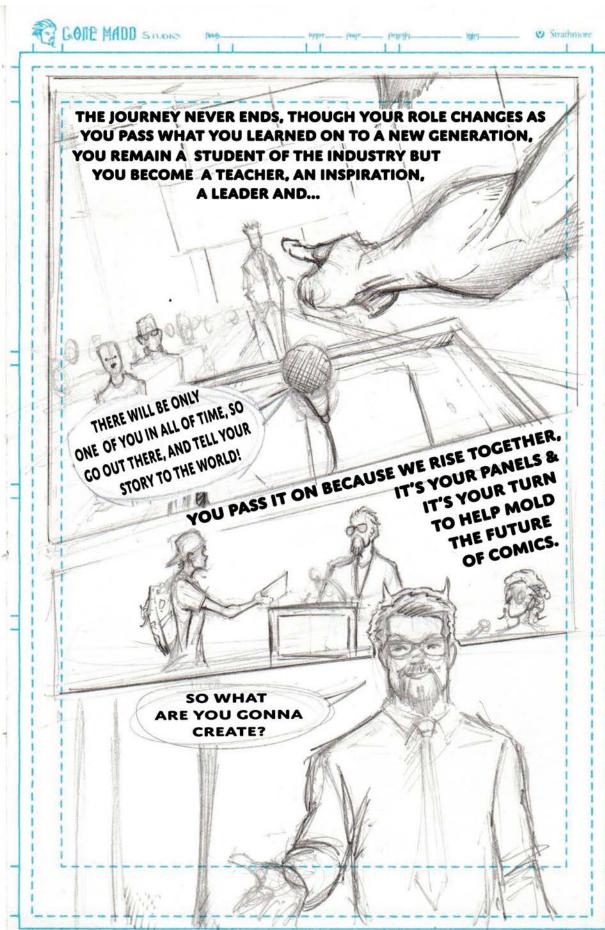
Have meeting a creator from in front of the Table shaking their hand to me standing Behind it shaking a fans hand. Jaxx next to me when I am behind the table and cane in my free hand and have it so I am back to back to myself

Panel 4

row 4

Rectangle TOP NARRATION: "From their Fan to their Fan, Friend and fellow creator."

> SCENE: Show a Pic of me shaking Buddy's Hand to giving him a pound hug.



D Instagram

CHISS MADD

facebook

THE LEMONADE STAND FEATURING HIBAGON

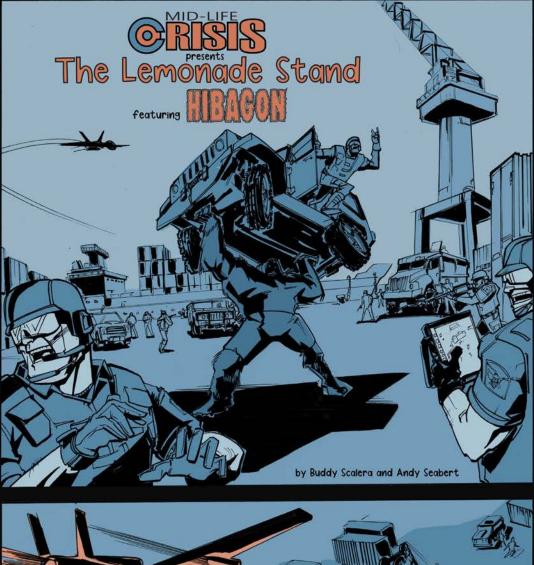
Writer: Buddy Scalera

On Facebook: <u>@buddyscalera</u> On Instagram: <u>@buddyscalera</u> For more visit: <u>https://www.comicbookschool.com/about-buddy/</u>

Penciller/Inker/Colorist: Andy Seabert

For more visit https://andyseabert.com

Mid-Life Crisis © 2014 Buddy Scalera & Andy Seabert



























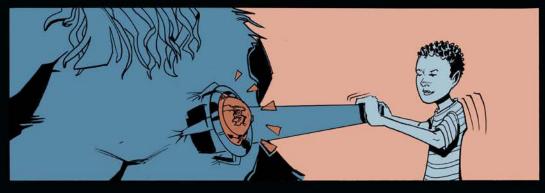


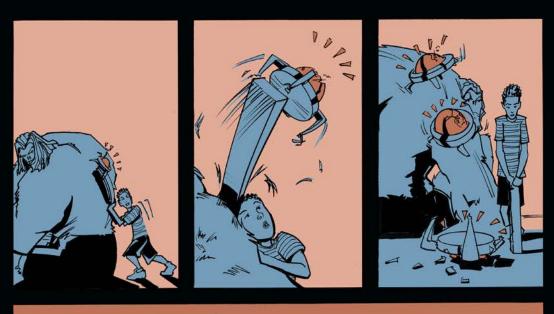










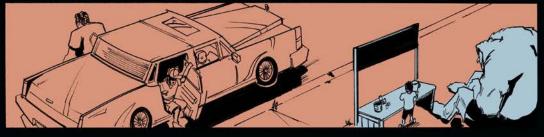




























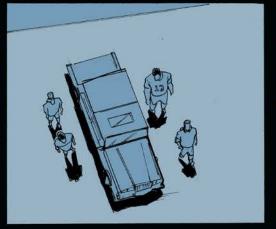
















































MEATBUCKET MEGABABES IN...THE VIRUS DIMENSION

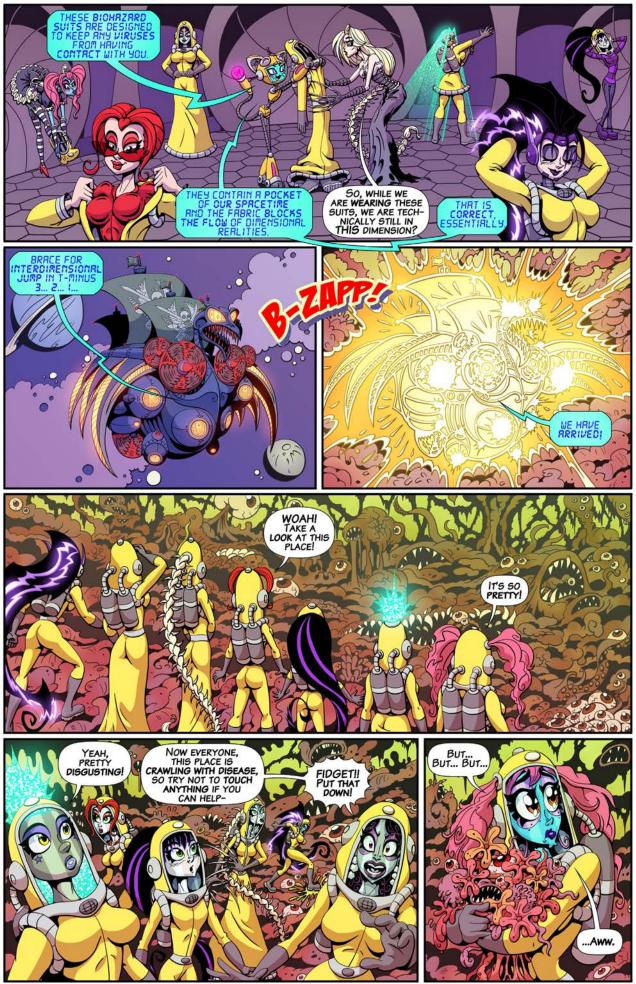
Writer/Penciller/Inker/Colorist/Letterer: Jarrod Elvin

On Facbook: <u>@mickmacksjarrod</u> On Instagram: <u>@jarrodelvin</u> For more visit: <u>https://www.mick-macks.com</u>

Meatbucket Megababes © 2020 Jarrod Elvin

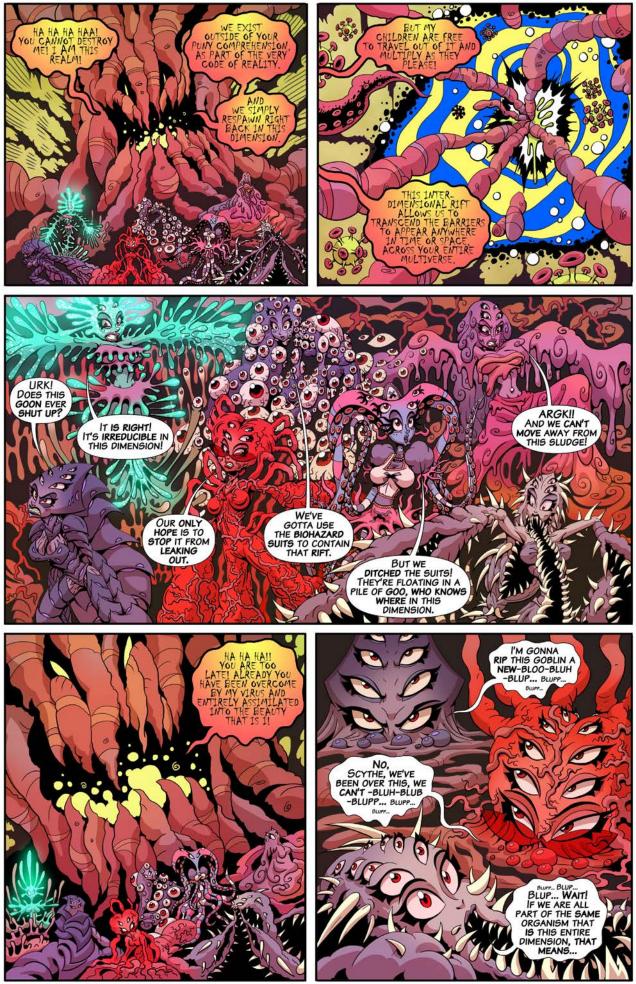


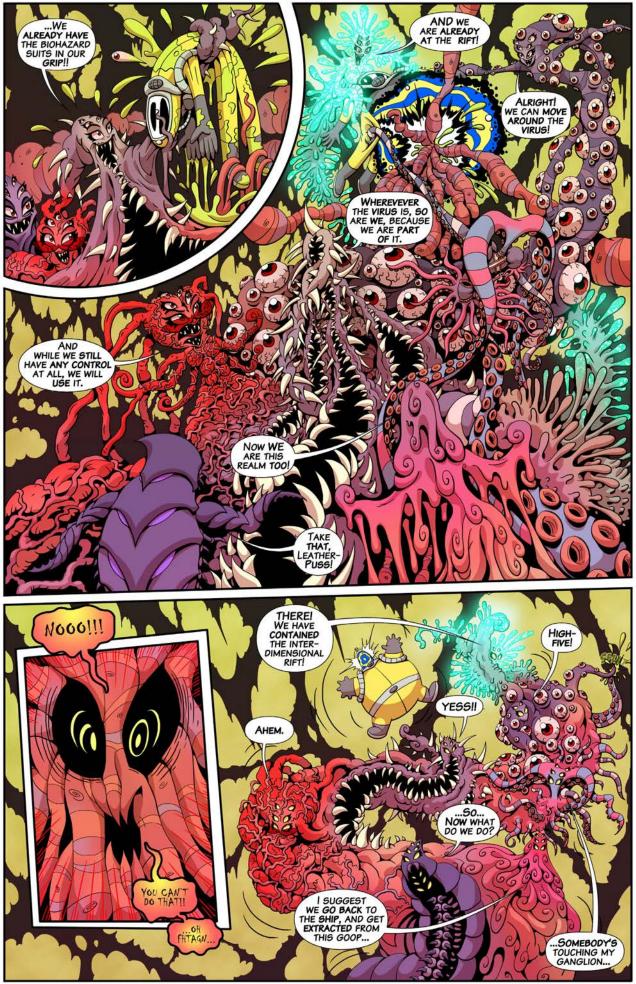














A DAY IN THE LIFE OF MR. STUPENDOUS

Writer: A. A. Rubin

For more info: <u>http://aarubin.wordpress.com</u> On Twitter: <u>@thesurrealari</u> On Instagram: <u>@thesurrealari</u>

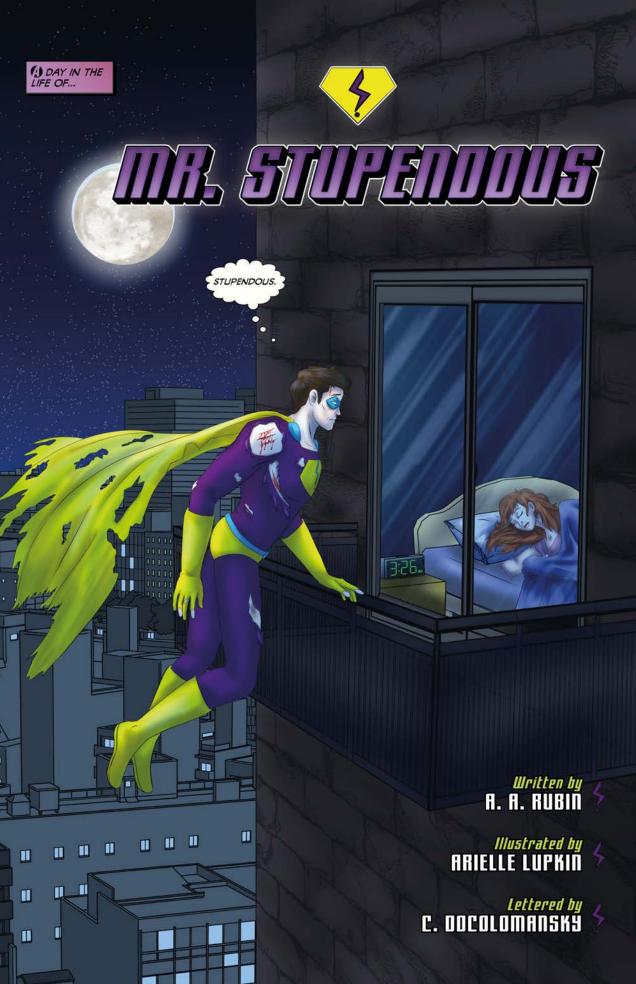
Penciller/Inker/Colorist: Arielle Lupkin

For more info: <u>http://www.artsmermaid.com</u> On Instagram: <u>@artsmermaid</u> On Twitter: <u>@ArtsMermaid</u>

Letterer: Cristian Docolomansky

On Instagram: <u>@docletterscomics</u> and: <u>@docinks</u> For more info: <u>https://docinks.wordpress.com</u>

A Day In The Life of Mr. Stupendous © 2020 A. A. Rubin and Arielle Lupkin



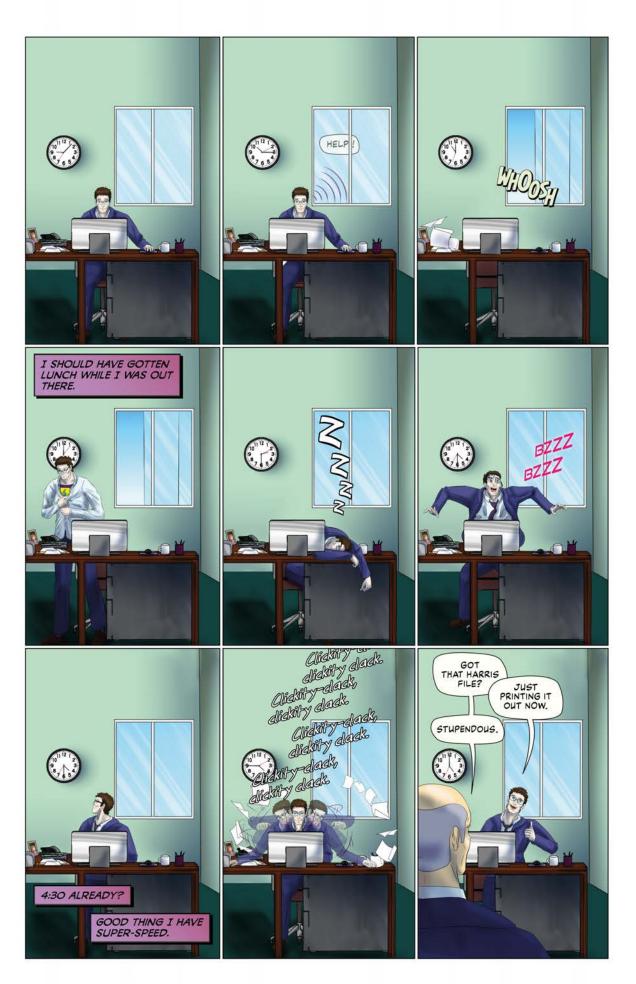


















PARASOMNIAC

Writer: Matthew Timpanelli

For more info: <u>studioavant.com</u> On Instagram: <u>@psysci</u>

Illustrator: Sam Purata

On Behance: <u>@SamHdzP</u> On Instagram: <u>@superpapersam</u>

Editor: Philip Burnette

For more info: philipspace.deviantart.com

Cover Art: Carlos Trigo

On Instagram: @carlos_trigo

Parasomniac © 2020 by Matthew Timpanelli

MATTHEW TIMPANELLI SAM PURATA

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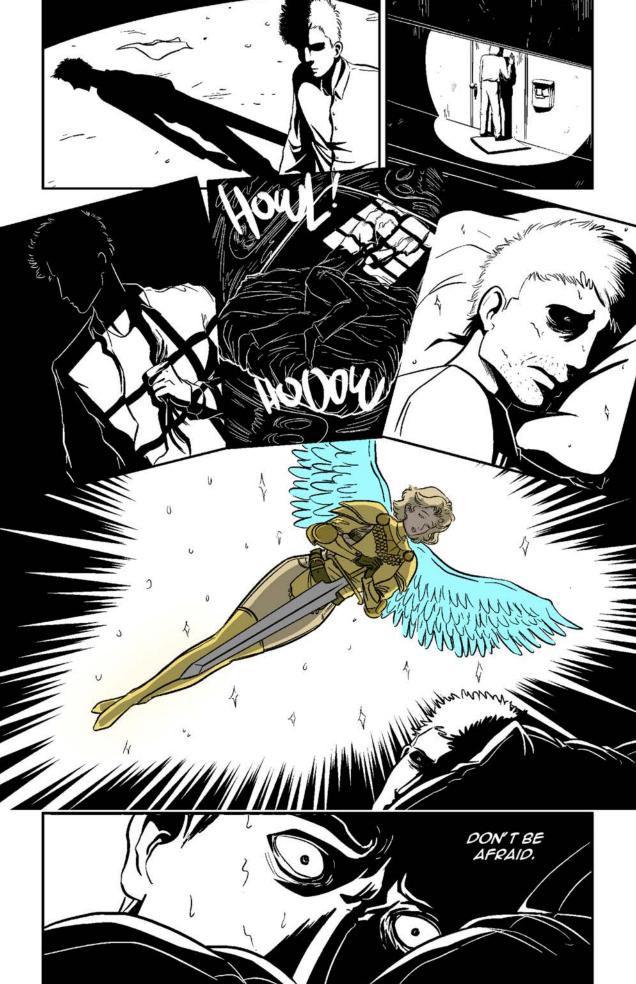
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EARLIER THAT NIGHT AT AN OPEN MIC ...

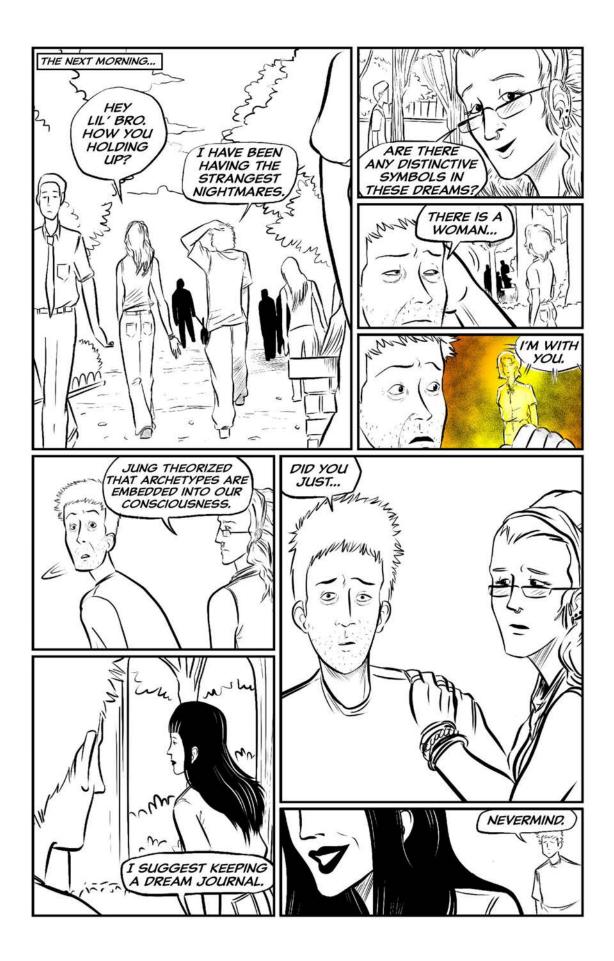
YOU MAY HAVE SEEN ME AROUND, BUT THAT WASN'T REALLY ME... YOU AND I HAVE HAD A CONVERSATION, BUT THAT WAS NOT MY VOICE... WE HAVE BEEN CLOSE FRIENDS FOR YEARS, BUT I AM LIGHT YEARS AWAY... FB ø IA YOU HAVE SEEN RIGHT THROUGH ME, BUT I WAS TRANSPARENT... I WAS NEVER ACTUALLY THERE ... I AM NOTHING, AND SO ARE YOU.













RAGNAROK COME

Writer: Kris Burgos

For more info: <u>http://TalesBeyond.com</u> On Instagram: <u>@talesbeyond</u> On Facebook: <u>@talesbeyond</u>

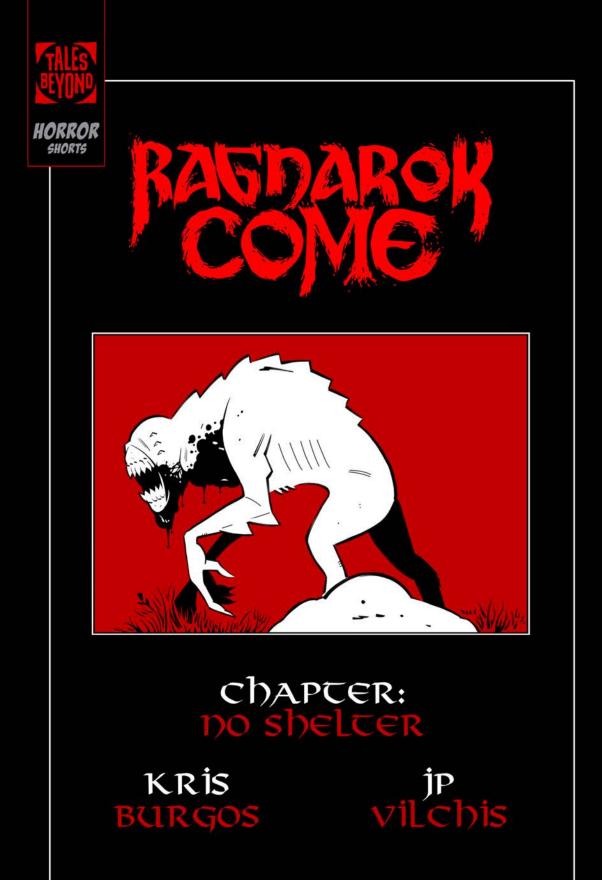
Penciller/Inker/Colorist: JP Vilchis

For more info: <u>https://jpvilchisartist.artstation.com</u> On Instagram: <u>@jpvilchis_artist</u> On Facebook:<u>@jpvilchisartist</u>

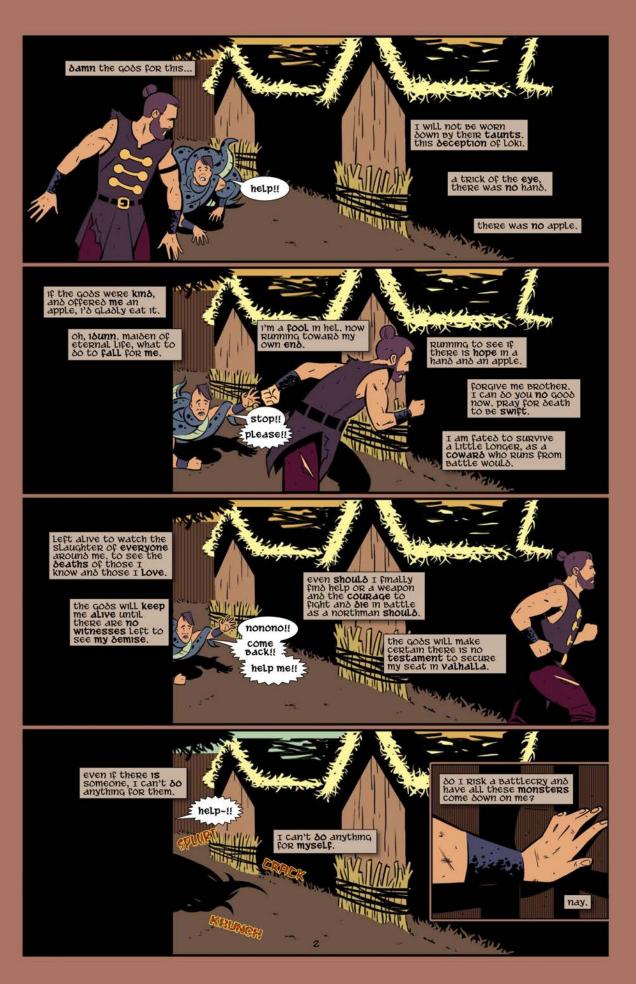
Letterers: Kris Burgos & Maria Rosales (Title)

On Instagram: <u>@mivi_grafica</u> On Behance: <u>@Mivirosales</u>

Ragnarok Come © 2020 by Kris Burgos



















TEDDIES

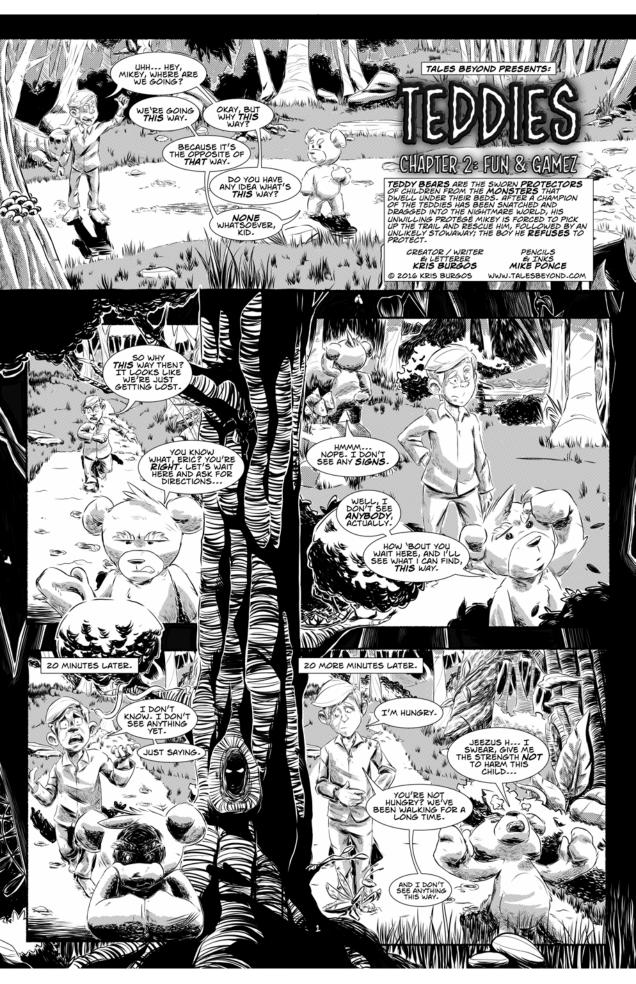
Writer: Kris Burgos

For more info: <u>http://TalesBeyond.com</u> On Instagram: <u>@talesbeyond</u> On Facebook: <u>@talesbeyond</u>

Penciller/Inker/Colorist: Mike Ponce

For more info: <u>http://www.mikedoestheart.com</u> On Instagram: <u>@mikedoestheart</u> On Facebook: <u>@mikedoestheart</u>







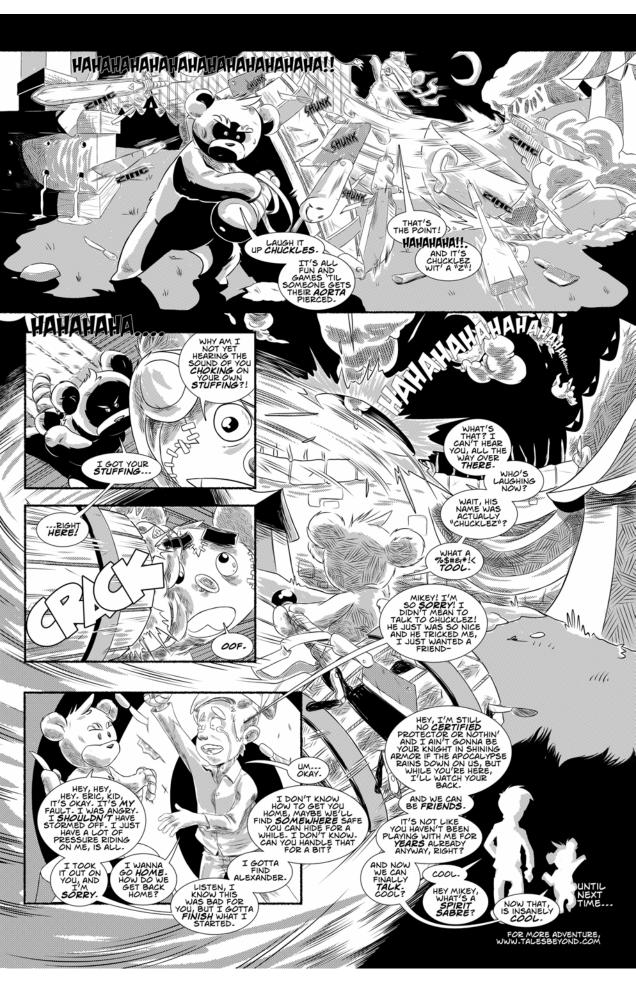












ANACHRONAUTS: TRAPPED IN TIME

Writer/Penciller/Inker/Colorist: Philip Burnette

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Anachronauts © 2020 by Philip Burnette

















TWILIGHT OF THE GODS PROPHECY

Writer/Letterer: Andrés Briano

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Penciller/Inker: Gaston Genser

On Instagram: <u>@gastongenser</u> On Facebook: <u>@GGenser</u> For more info: <u>https://www.deviantart.com/greendragongryphon</u>

Colorist: Maja Opacic

For more info: <u>http://majaopacic.com</u> On Instagram: <u>@maja_colorist</u>

Twilight of the Gods Prophecy © 2020 Andrés Briano & Gastón Genser & Maja Opacic

FRAGMENTS FROM A PROPHECY OF THE APOCALYPSE KNOWN AS TWILIGHT OF THE GODS, CONTAINED IN THE DWARF SCROLLS, DATING FROM 3,000 YEARS AGO:

> "...an age of famine, pescilence and desolation shall set upon the world by your own hand, as you ravage, slaughter and usurp."



IN THE BATTLEFIELD OF THE LOWLANDS OF RAN'E-LAGH, IT WAS THE ORCS WHO LIT THE RITUAL BONFIRE OF TRUCE IN THE SACRED PLACE.

> "and you shall inch cowards che end of che world, buc che noise of decepcion and chac of brochers killing brochers will noc lec you hear che doom chac is coming."





BECAUSSSE OUR VILLAGESSS ARE BEING LEVELED AND OUR ELDERSSS AND INFANTSSS ARE BEING RAVAGED BY A MONSTROUSSS CREATURE THE SSSIZE OF A MOUNTAIN WHOSSSE CRY HAUNTSSS OUR NIGHTSSS.

BECAUSSSE OF HISSS FOUL TEMPER, I WILL BE DOING ALL THE TALKING.



SILENCE! che firsc sign: gunungwangi che immorcal seven-headed dragon. born in hell from serpenc and flying beasc,

big like an ocean, has a shriek like chunder, and ics appecice, like a volcano, is never sacisfied.



















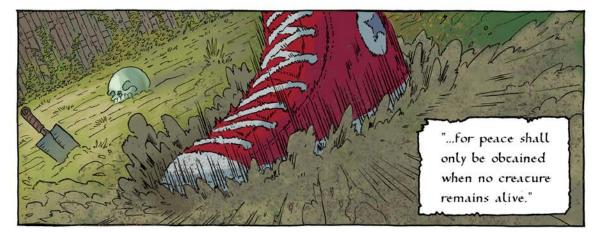


"che second sign: buc if che sun becomes black in che middle of che day, you will know chac you have failed, for chis is che lasc sign."





"and i will sweep che earch wich che broom of descruccion, and che whole land shall become a desolace wasceland forever."









THE UNFIXED MAN

Writer/Penciller/Inker/Letterer/Editor: KDS

On Instagram: <u>@kds.art_and_stuff</u> On Twitter: <u>@kds_creator</u>

The Unfixed Man © 2020 by KDS







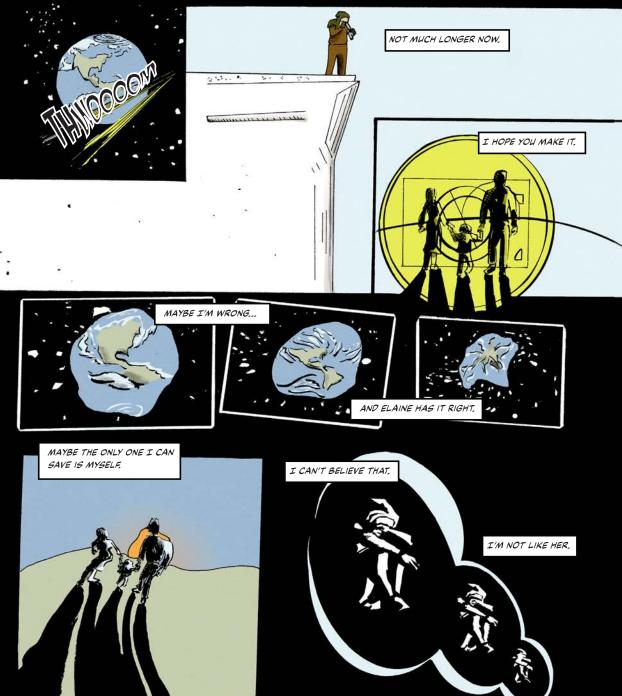












FLASH FICTION

Why Are There Flash Fiction Pieces in a Comic Book Anthology?

Words and pictures have been intimately connected since human beings began telling stories. As many comics pros have been quick to point out, some of the earliest recorded stories—painted on the caves of France and Indonesia approximately 44,000 years ago, were, essentially, sequential storytelling art. To use a more modern word, comics.

But the history of words and pictures complementing each other is not exclusive to comics or sequential art. From the illuminated manuscripts of the middle ages, to the literati paintings of the Ming and Qing dynasties, to Gustave Dore's unforgettable woodcuts for Dante's *Inferno* and Coleridge's *Rime of The Ancient Mariner*, images and text enhanced and illuminated each other even in the most serious literature. Some of the world's greatest artists, such as Edouard Manet (Poe's *The Raven*) and Eugene Delacroix (Goethe's *Faust*) illustrated editions of some of the great literature of the 19th Century. Charles Dickens, arguably the greatest novelist ever, worked closely with illustrators on all but two of his novels.

It is only during the 20th Century that illustrated writing—at least for adults—was banished to the funny books and science fiction pulps. Why did this happen? The most common answer is that readers' tastes, led by literary critics who felt that illustrations placed a barrier between the reader and their experience of the text, changed. A more cynical analysis suggests that as books became widely available, they were produced cheaply for the mass market. Art costs money, and pocket-sized, inexpensively-printed, paperbacks are not the best format for presenting illustrations anyway. Either way, by the second half of the 20th Century illustrated prose, with a few notable exceptions like Hunter S. Thompson's creative non-fiction, was exceptionally rare.

These days, however, things are changing. We live in a world where illustrated literature is respectable once again. *Watchmen* appeared on many "Best Novels of the Last 100 Years" lists, and many younger readers are more likely to remember reading a graphic novel for class than one of their teachers confiscating a comic book which they read, surreptitiously, inside the book that they were supposed to be reading. Hollywood has mined the pages of graphic literature to create some of the most popular movies and television programs of our time, bringing the genre out of the counterculture and into the mainstream. At the same time, ebooks

(like this one) are now the least expensive form of publication, and have eliminated the cost-related concerns associated with printing illustrations. Still, with the exception of young adult literature, pictures in prose books are still not as popular as they used to be.

They are, however, making a comeback. Many literary journals print art to accompany their selections. Interest in books as art objects, which often contain fancy, illustrated book plates, have become more popular, as well.

It is into this changing landscape that Comic Book School presents the creators who completed the Flash Fiction Challenge. Inspired equally by the classics mentioned above, the old pulp magazines, and early Ray Bradbury short story collections that drew on both traditions, writers and artists from our online community were challenged to create stories that married one page of prose with a single, full-page illustration.

The results speak for themselves. From D. Alley, who like William Blake, wrote and illustrated her piece, *The Rescue*; to George Dawkins II and Philip Burnette, whose powerful prose and black and white illustrations for *The Black Knight* are reminiscent of the great 19th Century engraved bookplates; to Mike Ponce, the master of backgrounds, who, like Paul Kibdy did with Terry Pratchett's Discworld, somehow pulled together the surreal genre mash-up with which I presented him in *The Duel*.

In each of these stories, the marriage of art and writing enhances the reader's experience beyond what either could do on its own. We invite you to join us on the vanguard of this revival.

A. A. Rubin Prose Editor, Comic Book School December, 2020

THE BLACK KNIGHT

Writer: George Dawkins II

For more info: <u>https://desertfoxcomic.weebly.com</u> <u>On Instagram: @thedesertfoxcomic</u> <u>On Facebook: @desertfoxcomic</u>

Penciller/Inker/Colorist: Philip Burnette

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The Black Knight, Story © George Dawkins II, Art © Philip Burnette



THE BLACK KNIGHT Written By George Dawkins II Illustrated by Philip Burnette

My name is Absolon. I am the Black Knight. I was born on a ship which held others like me. I do not know where we came from, but I do know that we were in bondage. When I was a boy, the ship was seized by the man who would become my master, Sir Henryk the Noble. He was one of the greatest knights in all the lands, but, to me, he was my teacher, father, and closest friend. He was in exile when he found me, and it was during that exile that he taught me the ways of the knight.

My steed, Noir, is a creature like no other. Sir Henryk was teaching me how to ride horseback when I first met Noir. He was just a colt back then. Henryk told me that a knight's horse should be a mirror into his soul, and when I saw this black beast running free, I saw my reflection and knew that this was to be my steed.

My sword was forged from the ore of a falling star, and as a result, it is dark in color as well. It, too, is unique, a weapon like no other. Henryk told me that a knight's sword should be a weapon that defines his character, and when I came upon a ball of fire that had fallen from the heavens, I knew that this was to be the material used to construct my righteous tool of justice.

It was Sir Henryk's last wish for me to see the land of his origin in the flesh. From what I see, this land has lost its way. The knights here have no honor, and I believe that there are darker forces at play that I do not see yet. If Henryk could see all this now, he would no-doubt be ashamed and beside himself. I have come to save this land. I will honor Sir Henryk's teachings and be a noble knight that he would be proud of. No matter what challenges or prejudice may come during my quest, I will do whatever it takes to save this land.

THE DUEL

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THE DUEL Written by A. A. Rubin Illustrated by Mike Ponce

Two wizards stare at each other across the dusty road. "This town ain't big enough for the two of us," says one, his dusky robe billowing in the wind.

His white-clad opponent says nothing. He just spits in the dirt.

The air crackles with kinetic magic as a lone tumbleweed rolls by. In the distance, a coyote howls.

Everything is still save for the sun, which inches towards its apex across the azure sky, and the hands of the tower clock, which mimic that arc with the steady tick, tick of doom.

Presently, the first chime sounds reverberating across the plain, followed by another, and another.

At the ringing of the twelfth bell—high noon—each wizard throws back his cloak and swings his staff toward his opponent. Magic explodes from the orbs atop the yew-wood which strains beneath the power of preternatural energy.

Each wizard's aim is true. The bolts crash midway across the road. The jolt crackles and sparks where the beams meet, and—bang—the point explodes with the force of creation. The feedback reverberates outward, and each mage's boots slide backward through the dirt as he fights to hold his footing.

Horses rear up desperately trying to break free from their reigns, dogs scurry away with their tails between their legs, and even the vultures stop circling, and search for safe perches.

Through it all, the wizards remain resolute, their eyes fixed forward, toward each other, through the glowing orb of pure energy which grows between them.

The wizards stumble forward, their staffs dim, their powers spent. All they can do is watch as reality warps, bending toward the abyss, collapsing inward toward the rend they tore in the very fabric of spacetime.

The locus convulses, belching forth reality. The world bends once again, this time in the opposite direction. The town fragments and shimmers, refracting around the spot midway between the two wizards, twisting and shifting, in surreal, kaleidoscopic glory. Buildings fold outward, refracting around themselves in every conceivable prismatic formation, shifting and spinning with the force of the universe, folding ever outward from nothingness into reality.

It is over as quickly as it had begun. The still sound of silence fills the town again. The wizards rise and people open their shutters—but, when the single chime marking the hour strikes, it strikes in stereo, two bells clang, identically, from two clock towers, across the street from two general stores, two brothels, two sheriff's offices, and, yes, two wizards standing in front of two identical saloons, on opposite sides of a crossroads, between two identical main streets.

"Now," the dark wizard says. "This town is big enough for the two of us."

The white wizard inclines his head and touches the brim of his hat.

Each wizard turns away and walks down the dusty road to an identical magical workshop. Beneath the high sun, two tumbleweeds roll in their wake.

THE NEW WORLD ORDER: THE RESCUE

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The New World Order © 2020 by D. Alley



THE NEW WORLD ORDER: THE RESCUE

Written and Illustrated by D. Alley

Marco laughed when Eddie reappeared on the upper decks with an annoyed expression. Still grinning, he confirmed for his returning first mate that all the crew were aboard, and all the salvage was secure. They set sail south. There was no wind for the first hour, so the intense heat remained an issue, like a hot poker branding every inch of the tanned leather skin on Eddie's face, neck, and back. But coming into the Trinity Current, the wind picked up toward the old gulf pushing the ship toward its new destination.

Eddie was still amazed at the transformation of this old-timey sailing yacht into something out of an 18th century pirate novel. The original stern and cabin had been set into a larger ship base and served as the rudder and third sail, but the entire rest of the ship was built up from salvage of other ships, cars, even old highway lamp posts. Once they were finally moving at a good pace, Marco leaned toward Eddie for a laugh.

"How badly did the Captain yell at you for waking her up?" Marco grinned, but avoided eye contact.

"I think Peter got the most of it," Eddie said, shaking off the irritation.

"But she still got you," Marco said laughing, "I saw your face, oh man, I would not want to be you at sundown." He made several pretty vulgar gestures which Eddie wasn't sure how to interpret, so he tried to ignore him. "Come on man, it's been three years! How do you not get it by now?"

"Watch the bow, we'll come up on the contaminated waters before you know it."

"Man, you are still soo stiff." Marco smiled, "You need to loosen up you wanna go to Pleasure Isl—"

"I get it, Marco, I'm just worried about this call," Eddie said, trying to change the subject. He knew if his quartermaster got the chance, he'd start in on Eddie's dating life, or lack thereof... Again. He was just so tired of hearing about it. But thankfully, Marco heard the concern in his voice.

"Why you worried about an underwater rescue?" he asked earnestly.

"We know the call came from the Cowbells in the Keys," Eddie said, working out his thoughts as the ship sped south. "But they don't normally do rescues, I doubt they even thought to second-guess if it was genuine. Headed into a contaminated zone for a frikkin' bomb shelter? After all this time?" Eddie stopped for a moment. It just didn't sound plausible.

"But who would wanna mess with the Cowbells?" Marco asked looking up at the sails. "They are just farmers."

"Exactly, but who do they sell to?" Eddie asked, putting the pieces together in his own mind as the younger man followed this new train of thought.

"Traders, shippers, and...Us?" Marco said, not getting to Eddie's final point. Eddie looked at Marco and smiled, knowing they might be headed right into a trap.

"Right, us...Pirates."

AFTERWORD

A Final Word from the Publisher

This anthology turned out better than I'd expected. Yes, really. Better. This entire project —to host a comic-creation challenge—was not supposed to turn out this good. And yet, here it is.

What you have on your screen is something special. It's proof that we can (quoting Neil Gaiman here...) "make great art" when times are bad, when the conditions are wrong, and when nobody is really asking for what we're making.

It's proof that no matter how bad things are (and 2020 was very, very bad) you can still make great art.

I've been working professionally in comics for 25 years. I've seen important trends that have shaped the business: Boom years, bust years, controversies, feuds, and shady business deals.

And yet, we persist. This is the thing that fascinates me most: The persistence.

Making comics as a career choice doesn't really seem practical, if you think about it. The industry itself is rather small, but the talent pool is global. The odds of succeeding as a comic book creator are, statistically, rather low. This is particularly true if you want to be a writer or editor. There just aren't that many jobs out there, so you must be persistent.

The medium of comic books is enjoying something of a golden moment. Big screen movies and innovative TV shows have made people aware that there are some great comic books being published. The world thinks comics are kind of cool.

Unfortunately, that enthusiasm hasn't exactly turned those moviegoers into comic book buyers. Sure, sales are up for some fortunate publishers, but overall, comics are not exactly a promising career path. There may be movies based on comic book characters that have \$200 million budgets, but there are no comics with even \$2 million budgets.

So that's why this anthology is so remarkable. Despite the odds against success and the lack of financial incentive, we produced a really good comic book anthology.

In some ways, however, 2020 was the best possible year for making comics. The lockdown from the pandemic forced many of us to stay in the house. It gave us back a precious resource: time. It also gave us time to reconsider our priorities. We had to set priorities that we've never had to consider before. In 2020, we had to consider the very real possibility of food shortages, household supply shortages, medication shortages, and even death.

We started this anthology project before we had even heard of COVID-19. We continued it through global unrest, a crashing economy, and massive unemployment. We continued it through a contentious Presidential election.

We finished it because it was important to us.

We had every reason to stop working. Nobody in our lives would have even questioned us if we decided that we could no longer carry on making our comics. Everyone would have understood that 2020 was, well, 2020.

But against all odds, we finished it. The people who worked on this did it for their own reasons, but ultimately because they were committed to telling their stories. They blocked out the noise and met their deadlines. That's what professionals do.

We also rallied together as a creative community. People didn't just focus on their own stories. They offered help to other people making comics. They came together for the production of this anthology, which was much larger than we'd expected. There was a lot of work, but somehow, we had enough hands to get everything done.

To the people who worked on anthology, thank you. I am truly grateful for the many ways you came together to make this happen. It's one of those magical moments that I will never forget. This means more to me than you can know.

For those of you who download this as a PDF and read it, thank you. We're grateful to have you as our audience. We need you because, without you, this would feel a bit less special. We make comics for passion and love, but we also make them for you.

For those of you who are out there dreaming of making comics professionally, you are not alone. This comic is proof that you can make comics with people who share your dream. We are your people and we will read your comics.

Dream big, do the work, and never give up.

Buddy Scalera Founder, Comic Book School December, 2020

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