THE INDIE HYPE MAG

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INSIDE: Kimi Kosmic & More!

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ISSUE 14 - MAR 2024

AMPADU LAMBERTSEN Robinson IN Montgomery Moran

COMICS Interviews Tips

WITE BUT FREE, SO CAN YOU EVEN CAN PLANE



CATALYST MAGAZINE BROUGHT TO YOU BY NEXUS STUDIOS, INC.

COVER ARTIST

(courtesy of EarthTone Kingdom)



and another heavily delayed deadline! I will say this is the longest I've ever waited to receive answers on questions, but it seems everyone has had something come up. But also I wasn't ready to plug and play, as it were. I mean hell, this is the second issue without the final chapter of Deus Ex! What's my problem? I'll tell ya—it's a train of thought story so I literally do not know how I'm finishing it. We'll find out together next issue though! Issue 15 will feature the final chapter of that, and if you're good, and you share the magazine with your friends, maybe the first chapter of something new!

Anyway, I got this issue in for March just under the gun, as it were. Shooting for first week of March. Actually this time. Starting tomorrow. For realsies.

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For the skimmer types, I wanted to include a quick overview of all the live or upcoming campaigns from our featured creators and others.



Our Cover Feature, KIMI COSMIC is coming soon from the EarthTone *Kingdom!*

> Sign up to be notified <u>on Kickstarter</u>!

From featured creator FATE COM-ICS, Flurry #2, a new chapter in Universe Prime is LIVE NOW

Back it now <u>on Kickstarter</u>!





From featured creator IV WALL COMICS, special variants of Scorpio are coming soon!

> Sign up to be notified on Kickstarter!

From Black Tie Labs, the FULL COL-OR edition of Vol 1 of Estimate of the Situation is LIVE NOW!

> Sign up to be notified <u>on Kickstarter</u>!





I will never stop singing the praises of Virtuous Con. Another person I met there, making outstanding self-published comics, and coming to a shelf at your local comic shop soon writing for VALIANT (!) let's talk to

AJ AMPADU

I picked up Kimi Kosmic for my good friend Matthew's daughter and she loved it! For those who don't know, what is Kimi Kosmic and who should be reading it?

Thanks for the question, and for the purchase!

The quick pitch: Kimi Kosmic is a space cowboy who has to unravel the secret of her half-human heritage to prevent a menacing corporation from subjugating her people. Kimi Kosmic is a science fantasy epic for readers of all ages. It is influenced by spaghetti westerns, pirate lore, and classic fantasy.

I think anyone could read Kimi Kosmi. It's safe for kids, but the themes will appeal to readers of all ages.



Besides this book you have a couple others that run practically the full gamut of genres - horror, sci-fi, and now I'm hearing you're even participating in a massive crossover! How do you come up with this stuff?

My other book, **DragonFace**, is a sophisticated horror story. I also have an Afrofuturistic superhero comic called **DroneSlayerX**. I am currently writing stories for Valiant Comics. My new comic, **Ninjak Vs Roku** comes out in June. A 10-page preview will be released in May for Free Comic Book Day. Check it out on May 4th at your local comic shop for free!

The massive crossover you're referring to is called "Epiphany Engine." It's a big event involving over a dozen independent black comic publishers. I'm very excited to be a part of it, look out for it coming later this year!

Kimi is on its second volume, DroneSlayer X is on issue 2, and Dragonface is a complete story in the volume, but also has a large overall plan that you're keeping close to the vest - do you prefer writing off-the-cuff, or are you a world builder - laying out the whole story before you sit down to write the first page?

People always want more story. Properties like the MCU and Game of Thrones have trained consumers to be interested in what I call "tapestry storytelling." They like interwoven stories and characters. DroneSlayer and DragonFace are in the same universe. Kimi Kosmic has other books that will be part of her universe. I sort of have a 10-year plan with my comics, I want to tell a bunch of small stories that build up into something larger.

Every story is a small bite, kind of like tapas. Each story is small, but tasty and unique. Eventually, you will be satisfied as you make

A big hang-up for people is how their work will be received, so they keep delaying putting out their stories. What was the first piece of work - comic or otherwise - that you presented to an audience, and what about it made you think it was ready?

Great question. In 2019, I went to New York Comic Con and shopped around an 8-page preview of **DragonFace**. The publishers loved the concept, but they didn't like the artwork. I knew I had to go back to the drawing board. I hired a new artist and started from scratch. The final product was much better. You have to learn how to take critique well if you want to succeed in this industry.

Some creators zone out to music, others go for a run, but when you come up against a roadblock, how do you get past it?

My life has been filled with roadblocks. I've heard way more "nos" than "yes." In fact, I

rarely hear yes from anyone. I learned to embrace "no." Anytime someone tells me "no" I always think about how I can get to the "yes." There is always a yes buried under a no. I think the key is consistency. Sometimes, you have to email someone 5 times. Sometimes, someone has to see you doing the same thing for five years straight. Sometimes you have to switch gears. In my earlier **DragonFace** example, I knew that I had a great story, I just needed to change the art.

When I originally pitched an idea to Valiant Comics, it was not accepted. I changed the pitch several times over a few months and it still didn't get greenlit. I was discouraged at first. Two years later, they contacted me to write for them. Sometimes, a no isn't a forever no; it's just a no for right now.



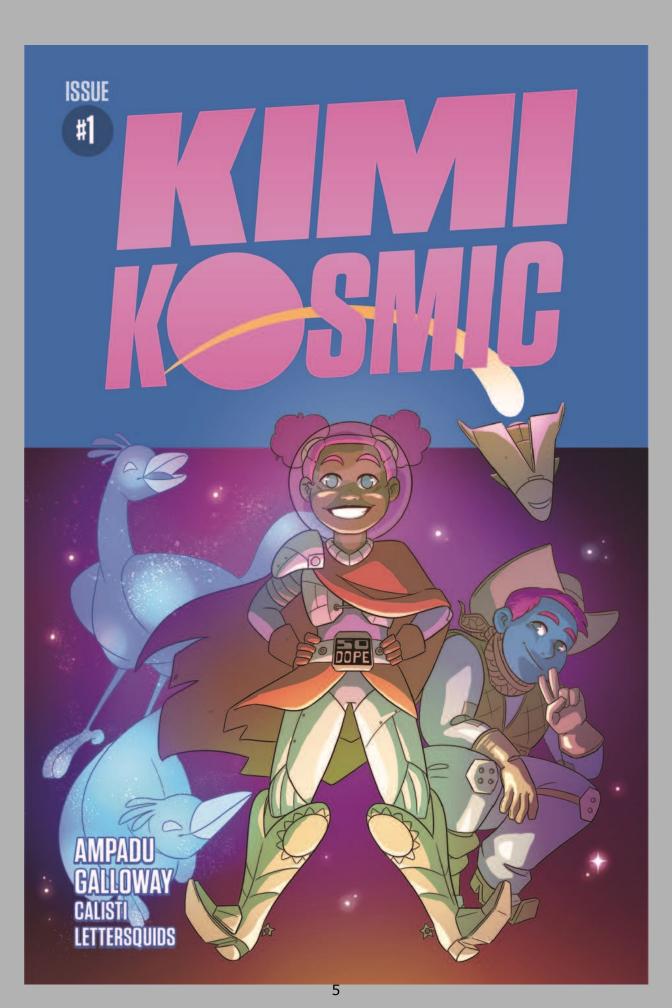
Let's have some fun - out of all comics, movies, books - what character would you love to write, and what draws you to them?



That's a toughie. I try not to spend a lot of time on other people's narratives. Most of my creative energy is channeled internally. However, we as writers have a tendency to see a show and think "I could have done a better job." I would have liked to have written Marvel's Secret Invasion or the next Black Panther movie. I really enjoyed the canceled Infinity Train show on Cartoon Network, I would love to write that. But if I had to give one answer to your question, it would probably be Batman, just because it's friggin 'Batman, who doesn't want to write him?

Not gonna lie, I've got a Batman story in the notebooks. Actually a sequel to an Elseworlds from the early 2000s. Maybe one day I get a chance to tell it.

Scroll on to the next page to check out the first issue of Kimi Kosmic!





Written by AJ AMPADU Artwork by EMMA GALLOWAY Colors by IACOPO CALISTI Letters by LETTERSQUIDS KIMI KOSMIC created by AJ AMPADU and EMMA GALLOWAY

HOME ON THE

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The Aztro-knots came from the other side of the universe using something called a "slipstream."



The Aztro-knots inspired a group of rebellious Paxians who wanted to liberate our people from the Corporation's rule. Urth was dying, but The Hoo-mins discovered a powerful energy source called "Greenburn" that could restore their planet.

Problem was, Zenith was already harvesting it, and they wanted to keep it all to themselves.



The Rebels reckoned that if they combined their knowledge with the Hoo-min's ingenuity, they could overthrow Zenith.

An alliance was formed.



















SHE IS AWESOME! This is just chapter 1 of the first volume which is available on the EarthTone Kingdom website!

BUT I would say wait a spell, as it will be part of the campaign for the next chapter which is coming soon <u>on Kickstarter</u>!



Sign up to be notified when the campaign drops, and make sure to follow EarthTone across social media!



Twitter— <u>EarthtoneKing</u> Instagram— <u>EarthTone Kingdom</u> TikTok— <u>EarthTone Kingdom</u> Sometimes you just come across someone at a convention. That's how I came across Fate Comics, and after following their socials, I saw them grow fast, so I knew I had to bring in

THOMAS MORAN



Let's start with the origin story, what got you into comics, and how did that transition into making your own comics?



What got me into comics was watching Batman, Spiderman, X-Men, and all other animated shows as a kid. I loved seeing the action packed heroes and seeing them at times deal with real issues. From there I picked up my first comic/trade paperback with Marvels Civil War, I was instantly hooked with how being a superhero could have consequences in the real world. It didn't take long before I was reading and collecting every book I could find from any publisher I could. The transition started when I became friends with an artist, the thought of creating my own story with a hero was exciting to me, it sparked a passion I nev-

er knew was there. I got started right away, looking at formats and more have never stopped since.

When I first met you, you had Harrier out, and I think Flurry #1 out or just about to. Now you've got Beats 1 out, going to issue 2, Flurry going to issue 2, and you're teasing a new team book! How big is Universe Prime?



Universe Prime is massive. What we see in Harrier, Beats, and Flurry is not even a percent of what's all in there. Each story has an element of the Universe it plans to show in which none of them tie in with each other so you don't have to read one book to know what is going on in another. The new team book will be pretty exciting, and we will get a teaser to them in Beats #2.

When you sat down to write the first issue of Harrier, did you have the grand universe planned out, or did you just leave the possibilities open for expansion?

When I started with Harrier it was only her full story planned out. There wasn't much planned out when it came to the full Universe. I always leave possibilities open for expansion and changes, you never really know what will fit and what won't until you are writing a specific issue.



Was Harrier 1 the first thing you published, or was there an early test somewhere - a fanfic, or long-forgotten blog somewhere on the internet?



Harrier was the first comic I ever self-published, but she wasn't the first hero I ever wrote. There was a hero I had in mind a year before Harrier. It was my first ever script for a hero I ever wrote. Unfortunately, when I showed this script to a former friend they ripped it in half right in front of me, it was a moment that hurt pretty bad, so I moved on to Harrier.

The hero will be seen at a later time, which I am happy about.

What is the best/most challenging thing about publishing independently?

Marketing hands down. Unless you are a super creative social media personality, it is one of the hardest things to accomplish. I would say most comic fans, probably in the 60 to 70% range don't search out self published books. This means us self publishers have to fight over what percentage is left for we can grow and fund these series the best we can. We go through Tik Tok, Facebook, X, and more scratching and crawling for every little bit of attention we can get for our books. We even hit comic cons, spending anywhere from \$100 to \$1000+ just to be seen and get



books in hands, fully knowing it will be a lost profit. It's one of the worst parts of self publishing.



Let's have some fun - out of all comics, movies, books - what character would you love to write, and what draws you to them? Easy, Flash Thompson Agent Anti Venom. There is so much untapped potential with his character and the symbiotes around him. I could write stories for days and put everything I love back into the character and show how awesome of a character he is. He is one character I feel is the most slept on in comics today.

Flash Thompson is a standout character for me as well, and I'm always keen to see another writer handle him, so you'd have my money for the collected run!

Before you scroll to the next page to check out Flurry #1, make sure you follow Fate Comics across social media!

https://www.fatecomics.com/

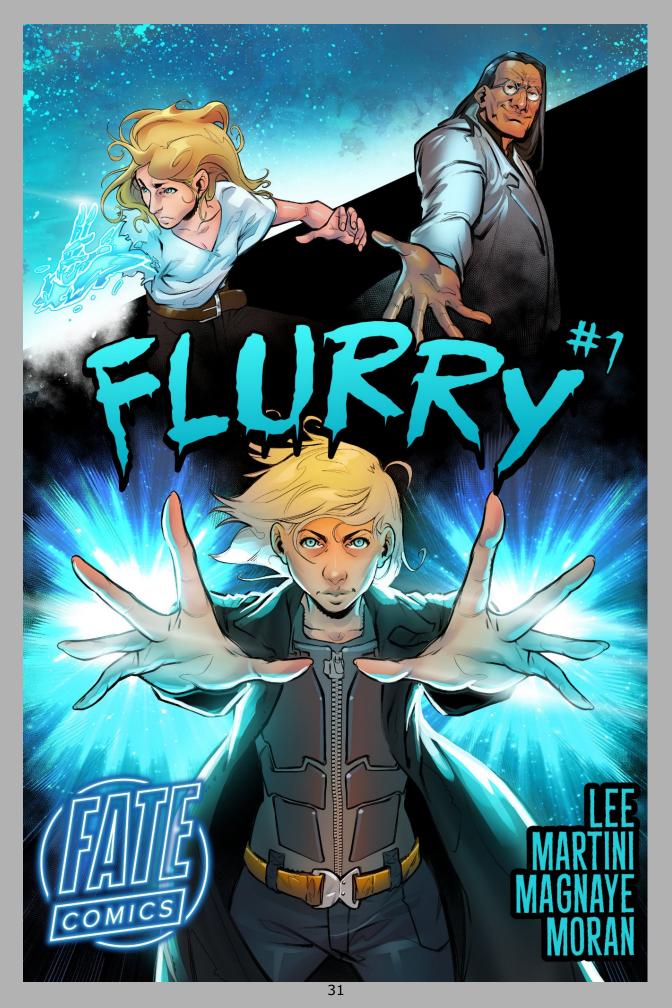
Instagram—Facebook FateComicsPublishing

Twitter—FateComicsLLC

TikTok—FateComicsOfficial

Now scroll and check out the origin of one of the coolest superheroes in Universe Prime!

... pun absolutely intended.





WRITER DAVID LEE ARTIST DIEGO MARTINI COLORIST BRYAN MAGNAYE EDITOR THOMAS MORAN LETTERER REED HINCKLEY-BARNES





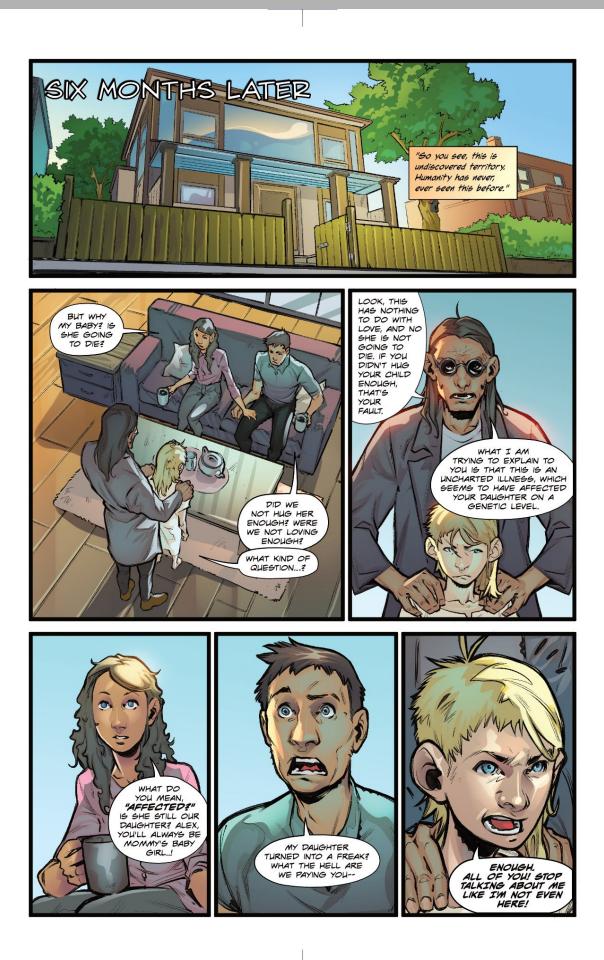




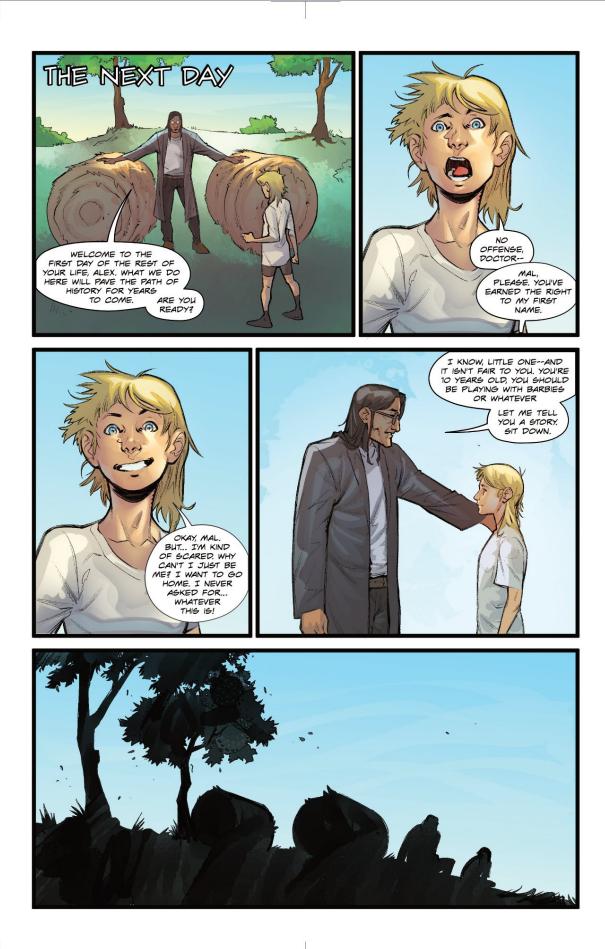




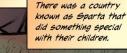








A very, very long time ago, the world was seen as much smaller than it really was.



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You see, children in Sparta were held to a different standard.

> If you were born with any...problems, you weren't really useful. If you were normal, you were kept. And then if you were a boy, you weren't allowed to have a normal childhood.

Boys younger than you were trained in how to fight. How to win. How to be a warrior born. This wasn't a request it was expected of you. These boys weren't allowed any choice.



These boys were sent out into the harsh Spartan wilderness when they were little with only a spear and told to fend for themselves. And you know what? They would.

> Spartans were known throughout all the ancient world as a formidable fighting unit. They fought alongside each other, they fought **for** each other.



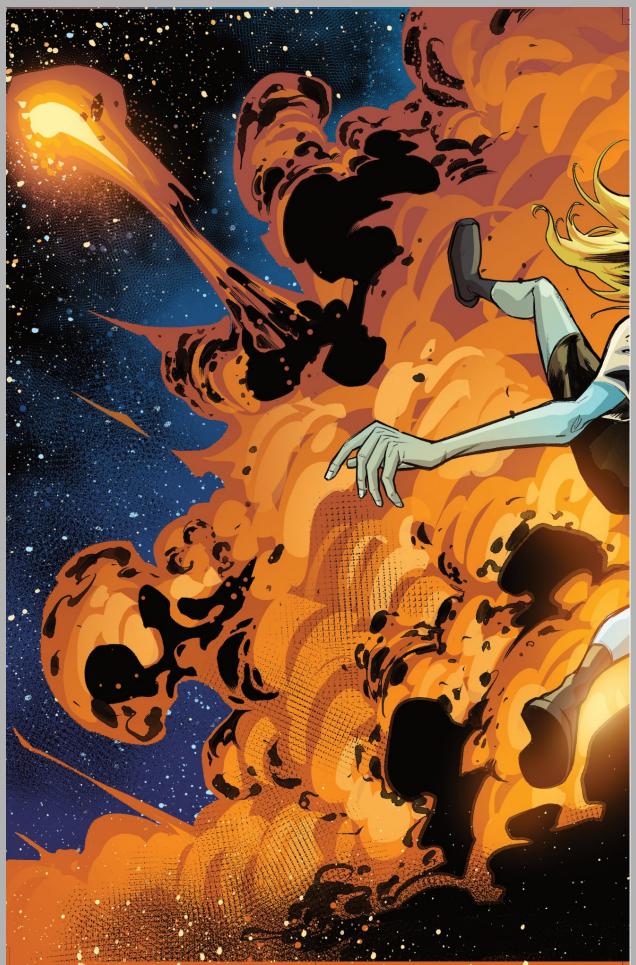
One day, a madman named Xerxes came and threatened all the Spartans held dear. He wanted to change the world for the wrong reasons, and had defeated every army prior to his descent on Sparta

The King of Sparta wouldn't bow before Xerxes. King Leonidas marched 300 of his best Spartans to a defensible place and as one

unit, they fought Xerxes's men.

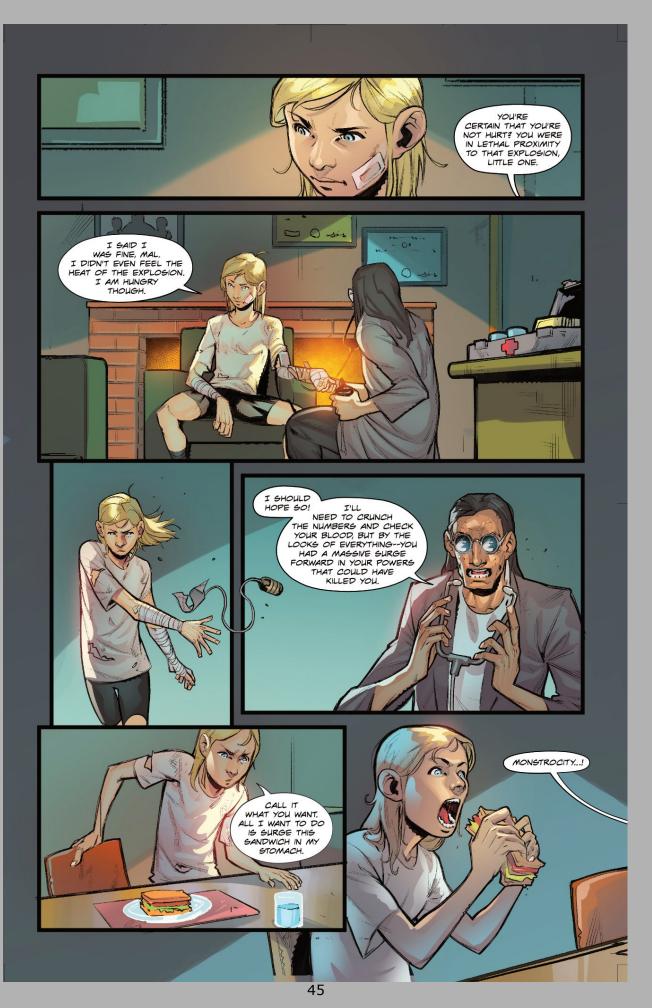


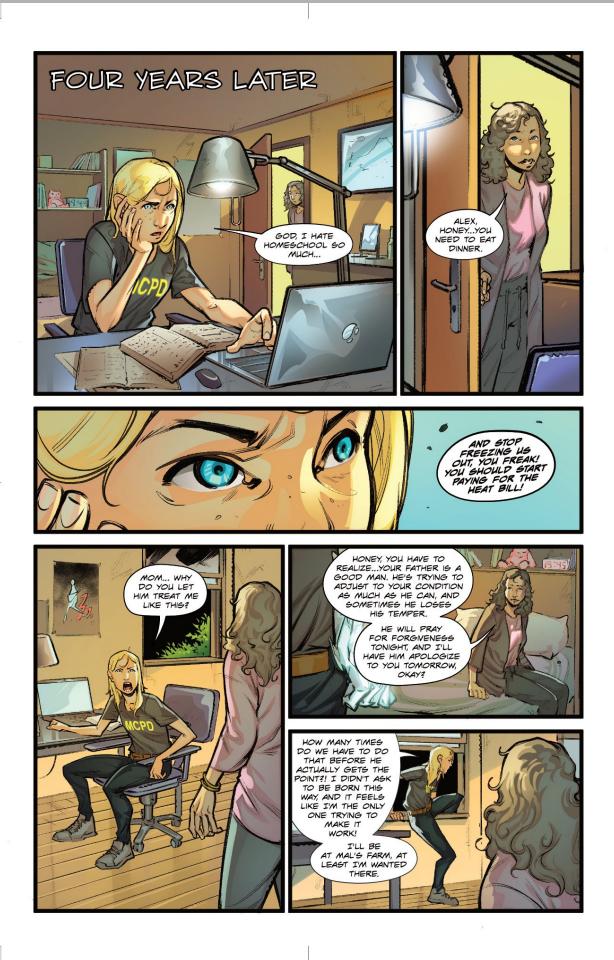


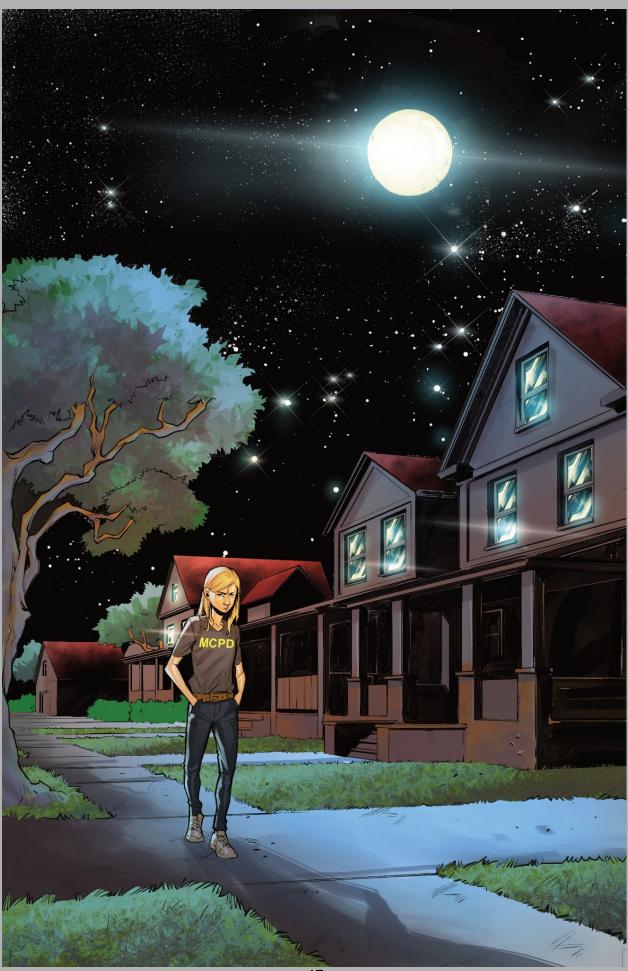


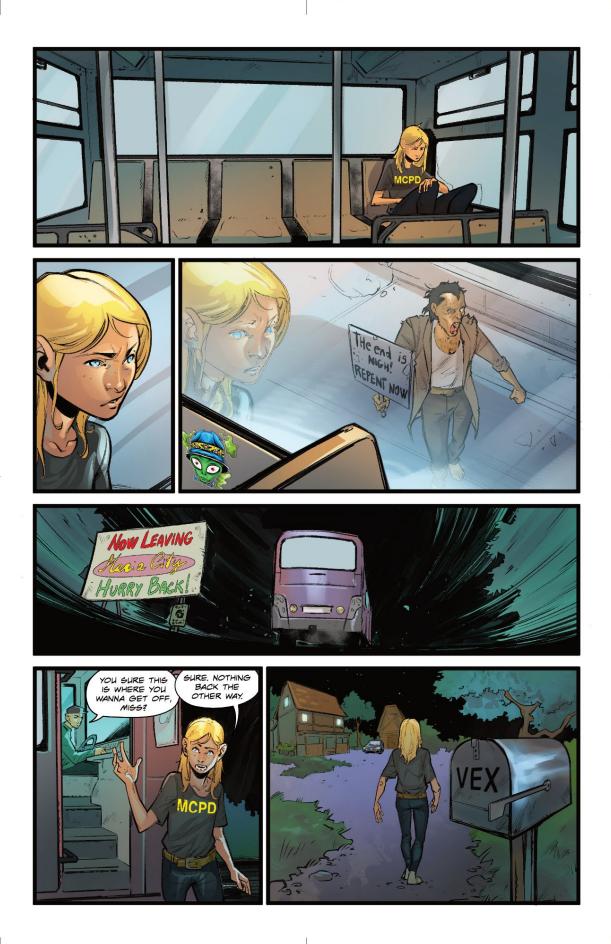














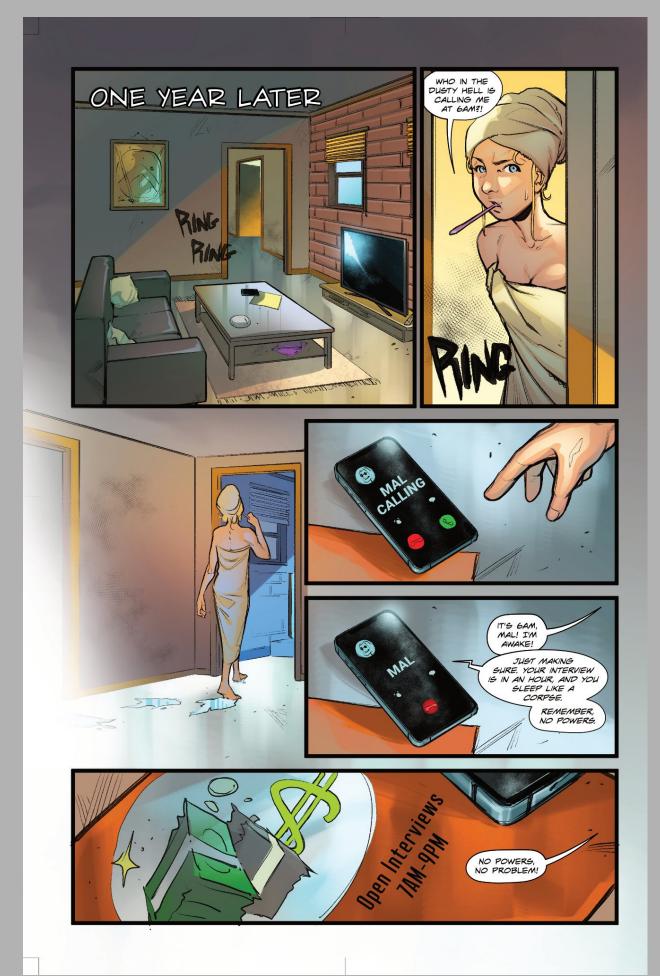












Is it really no problem? Find out in issue 2, live on Kickstarter now!



Follow Flurry into issue 2, get variants, , catch up to Universe Prime through add-ons, whatever floats your boat!





I was skeptical when I heard "alternative to Patreon" but when I got to speak about the project I admit I was swayed. So I came up with some more questions, and decided to get the details straight from Patron Hunt creator

KRISTEN LAMBERTSEN

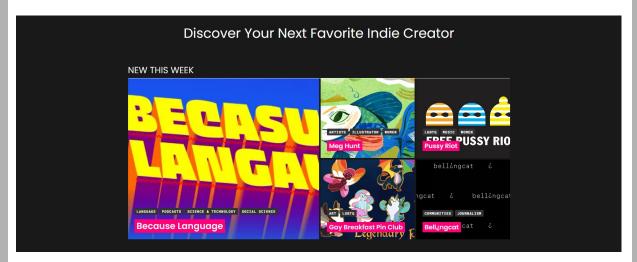
Let's kick it off with a reasonable question, do we, the creator community, need another funding platform?

Oh hell yeah. We need another option. Indie creatives need a platform that works for them, not another platform they have to work FOR. Patreon, the big kahuna, has its priorities in all the wrong places because it's heavily funded by venture capitalists. Venture capital drives yucky decisions that lead to "enshitification" (see Cory Doctorow). Patron Hunt is not nor will it ever be funded by venture capital.

Creatives need a safe supportive place to do their work, a place that actively works to champion them. Think back on thriving scenes like Paris in the 1920's, 1960's Liverpool, or the lower east side of New York City in the 1980's. Shakespeare and Company book store, The Cavern and CBGB nightclubs, and Fun Gallery weren't funded by venture capitalists requiring 10 times return on their investment in 10 years or less. Imagine if they were! Those movements might never have taken off.

Independent artists need cheap rent and champions like gallerists and club owners. It's time-honored. That's how I see Patron Hunt— cheap rent *and* a champion. Patreon doesn't work for the majority of creatives because the rent's high and they have no incentive to champion new creatives.

When I'm dead, I want to be remembered fondly by every creative who worked with Patron Hunt, and I want my kids to be so proud of it that they take over the business.



What makes Patron Hunt better than Patreon, or membership models on other platforms like YouTube?

Cheap Rent. Patron Hunt is half the price of Patreon and a fraction of what

YouTube costs. Our cheapest tier is *free* for creatives earning \$99 or less per month on the platform. Our most expensive tier is \$85 a month, and that's for people making at least \$3000 a month in revenue. We don't dictate how big you have to be before you can earn money. We don't dictate where and how you earn that money (like YouTube does). We certainly don't take 30% of your revenue. We charge, at most, 6%.

3D PRINTING	ACTIVIST	ADHD	ADVENTURE
ANIMALS	ANIMATION	ANIME	ARABIC
ARCHAEOLOGY	ART	ART REFERENCE	ARTISTS
ASMR	ASTROLOGER	ASTROLOGY	AUDIO DRAMA
AUTISM	BLOG	BODY POSITIVITY	BOOKEINDING
CALLIGRAPHY	CANNAEIS	CLAY	CLUBS
COMEDY	COMICBOOKS	COMICS	COMMUNITES
COSPLAY	CRAFTINO	CROCHET	CROSS STITCH
CRYPTO	CRYPTOCURRENCY	CULTURE	DANCE
DANCING	DATING	DESIGN	DISABILITY
EDUCATION	EMBROIDERY	EVENTS	FANDOMS
FANTASY	FASHION	FEMINISM	FICTION
FILM	FINANCE	FOOD	FRANCE
GAMES	GAMING	GARDENING	OHOST STORIES
ORAPHIC DESIGNERS	GRAPHIC NOVELS	HEALING ARTS	HEALTH
HISTORIAN	HISTORY	HORROR	HUMAN INTEREST
HUMOR	ILLUSTRATOR	INDIGENOUS	INTERSECTIONALITY
JAPAN	JOURNALISM	LANGUAGE	LARP
LGETQ	LITERATURE	LIVE STREAMERS	MAGAZINES
MAGICIAN	MAGICK	MAKEUP ARTIST	MANGA
MEDIA	MEDITATION	MENTAL HEALTH	MENTORING
MUSIC	MYSTERY	NATURE	NEURODIVERSITY
NEW ZEALAND	NEWS	NEWSLETTER	NUMEROLOGY
OUTDOORS	PAINTING	PALESTINE	PARANORMAL
PERSONAL GROWTH	PHILOSOPHY	PHOTOGRAPHER	PHOTOGRAPHY
PIANO	PIXEL ART	POC	PODCASTS
POETRY	POLITICAL COMMENTARY	POLITICS	POP CULTURE
IOFESSIONAL WRESTLING	PSYCHIC	RELIGION	REVIEWS
ROMANCE	SCIENCE & TECHNOLOGY	SCIENCE FICTION	SCREENWRITER
SELFCARE	SELF IMPROVEMENT	SEWING	SOCIAL AWARENESS
SOCIAL SCIENCE	SPIRITUALITY	SPORTS	STEAMPUNK
STICKERS	STYLE	SURREALISM	TAROT
THEATER	TRAVEL	TRUE CRIME	TTRPG
TUTORIALS	UKRAINE	VEGAN	VIDEO
VIDEO GAMES	VR	WEIRD WEST	WILDLIFE
WOMEN	WRITER	WRITERS	WRITING
YOGA			

Championing: I consider it Patron Hunt's JOB in this arrangement to get out there and hustle for our creatives. We should be sending our creatives new subscribers, directly, every month. We actively promote, recommend and champion our creatives. For example, we just recently sponsored Virtuous Con, where I met you. We showcased our Sci Fi creators at that conference.

No algorithms: Seriously. No one should ever let an algorithm define their taste or curate their art. And no one can game our algorithm because we don't have one.

The idea is that you, the creative, focus on doing your best work. Patron Hunt will focus on the marketing.

No Nazis: You'll never be next to a Nazi.

On your creator sign-up, you mention "a flat monthly fee that makes sense" - what's that look like in practicality?

I've tried to make it cheap (have I mentioned it's cheap?) and simple. Because,

again, creatives aren't accountants. Here are our tiers:

FREE for creatives earning \$99 or less on the platform.

\$5 a month for creatives earning between \$100 and \$499 per month on the platform.

\$15 a month for creatives earning between \$500 and \$2999 per month on the platform.

\$85 a month for \$3,000 a month and above in revenues on the platform.

There is also a roughly 3% per-transaction fee that the bank charges to process payments. That's unavoidable and Patron Hunt does NOT make any money on that.

Even *with* the payment processing fee charged by the bank, Patron Hunt never costs more than 6% of your revenue, total. Frequently, it costs less than half (depending on your monthly revenue).

Besides the fee structure, what's the biggest thing that you feel is missing or needs improving from other platforms that you are seeking to improve with Patron Hunt?

Promotion. Hands down. Every creator I've talked to who uses Patreon says they were disappointed to find out that Patreon does zilch to help them reach new sup-

porters. I don't understand why they don't, frankly. Everything they need is right there to just make recommendations to patrons, at a minimum. But they don't do it. They don't even have a powerful discovery experience.

I think it's the platform's responsibility to promote, surface and expose indie creators to people who're likely to be interested in them. Otherwise, what's the platform really bringing to the table? Just processing transactions and providing a blogging facility doesn't justify grabbing 10% or more of a creative's earnings.

Your bio on the website mentions that this started when you created a Patreon for a personal comic book project. What's the comic about, and where can people get it?

Oh my goodness. Thank you for asking! The comic is titled "Daisy Thrash," and right now it's just 10 pages that I created during a comic book writing course I took. It's a modern-day superhero story with a third wave feminist bent (how NOT surprised are you? ha!).

I was SO lucky to connect with the perfect artist, Brittany Moodie <u>https://www.instagram.com/</u> <u>bemoodieart/</u> who did all the art. I hope to get back to writing the full story soon. But like so many creatives I know, I have too many damn projects on the burner ha!

Anyone who'd like to get a pdf of the 10-page comic can download it here at this super secret link <u>https://on.patronhunt.com/daisythrash/daisy-thrash-preview-for-virtuous-con/</u>



Since you and I are in the business of promoting indie projects, besides your own, what is your favorite small-press indie comic book?

Well, of course, I have to go all-out indie on you and rave about K Lynn Smith's work https://patronhunt.com/k-lynn-smith/. Lucy Bellwood did something a long time ago now(!) called "100 Demon Dialogues" which was genius https://patronhunt.com/lucy-bellwood/. But she's done a ton more since then. And I must rave about everything Marinaomi does which includes comics, graphic novels and straight up art https://patronhunt.com/marinaomi

Don't think I didn't notice those are all Patron Hunt links! I do love me a shameless promoter. Discover your next favorite creator on <u>Patron Hunt</u>, and follow Kristen and PH across social media!



Twitter—<u>MsPseudolus</u> || <u>PatronHunt</u>

Instagram—patronhunt

Bluesky—<u>mizkirsten</u>

Tumblr—patronhunt

LinkedIn—kirstenlambertsen

I came across Scorpio organically. If memory serves, Issue 1 was part of a indie comic bundle on another Kickstarter, and I was thrust into the world of IV Wall Comics right around the time of Vol 1 hitting crowdfunding, and now that sits on my shelf, waiting for the dice. Since then I've had opportunity to speak with the creator,

JOHN ROBINSON IV



Let's start with the origin story, what got you into comics, and how did that transition into making your own comics?



Hello! Thank you so much for giving me an opportunity to chat about my comics journey. I truly appreciate it. As far as when I got into making comics, I started somewhere around when I was a kid. The 90s X-Men Animated series comes to mind. And then there was the occasional Spider-Man comic and whatnot. My parents were comic heads to so I would dive into their bin when I was younger. I remember reading the" Essentials" books. Basically, thick runs full of black and

white comic pages for different runs. Read a lot of Claremont's X-Men that way. I remember not knowing what color most of Alpha Flight's character's costumes were because I'd only seen them in Black and White at the time.

Around 2000 I watched Unbreakable and Mr. Glass's character fully launched me back into the comic-sphere, and that's when I started reading... For real. It was just Marvel and DC at the time. But I started hitting Barnes and Noble and grabbing up whatever Graphic Novels. I'd remembered reading spawn when I was much younger (when I shouldn't have been reading it) and then grabbing as many of the thick trades that I could. From there I was all in. Comics was my favorite from of story consumption next to reading novels.

I didn't jump straight into writing comics for storytelling. I used to write fun short stories back in the day. They were horrible. Eventually, I took a serious dive into writing and starting reading all sorts of books about process and writing more and more until I decided that I wanted to work on a fantasy idea I had for a while. It still wasn't too great but it was a major leap in quality from what I had been doing and that's when my skills started really developing.

Much later, in maybe 2016 I got the inkling of an idea for working on comics, and that's when I started to study what a comic script was and picked up Scott McCloud's "Understanding Comics." I was all the way in from there.

Was Scorpio your first story that you felt was ready for public consumption, or is there some hidden tale somewhere on the internet?

There are a few shorts out there that came out before Scorpio. Some of them are published in books that I literally forgot the name of. Not because I didn't value the story but because the publishing anthology creators either went silent or just stopped communicating. One company disappeared completely. The most notable at the time was "Corpus: An Comic Anthology of Bodily Ailments" in which I wrote a story about Insomnia, which really resonated with me. After that Scorpio was first big thing I started working on.



Scorpio Vol 1 recently came out, and now you're dropping a special run of variants, but what's next for IV Wall Comics?



Scorpio is ongoing, so we are working on Issue #4 right now, which starts Volume 2. And yes the variant cover run is kind of a quick, smaller campaign just to get some fun new covers into people's hands. But as of this conversation the artist for my next story just sent me the layouts for the Last page. That one is Leo... a one-shot story that spins off from the Scorpio series which dives into the origin story of the Leo character—Mike Masters. It's going to be a 32-page mash of Hip Hop and Martial Arts and I'm really excited to

get it out there.

The very next project will likely be a fantasy-based comic I've been working on called "Apex Hex" about two detective mages that are investigating a murder that eventually uncovers dark secrets about their world.

Other things are on the way, but those two are the closest.

I'm a big picture guy - with the next chapters in mind, let's dream big. Mark Cuban shows up at your door, and drops \$500,000 in your company. What big move are you making?

Tough question. Mind is spinning with that one! The first thing is going to be getting the creative teams more money in their pockets followed by seeking out other individuals I've been wanting to work with for a long time. All of the current book ideas that I have ready for script would immediately go into production.



The big step would be creating a proof of concept for a Scorpio Animated series. Viviana Spinelli, the colorist, is an Animator, (she's also the first creator I've ever worked with) and she'd be immediately be put into a lead position along with the line artist, Marco. That would be the big dream and what I'd go for as quickly as possible.

Let's have some fun - out of all comics, movies, books - what character would you love to write, and what draws you to them?



I'm going to go with Ahsoka from Star Wars. I've always had a strong draw to her, and as much as I love characters like Miles and Black Panther, I feel like my connection is more something outside of the Super Hero genre.

Ahsoka is a character who goes on a journey of self-exploration. She is a part of a system that she realizes she doesn't fully

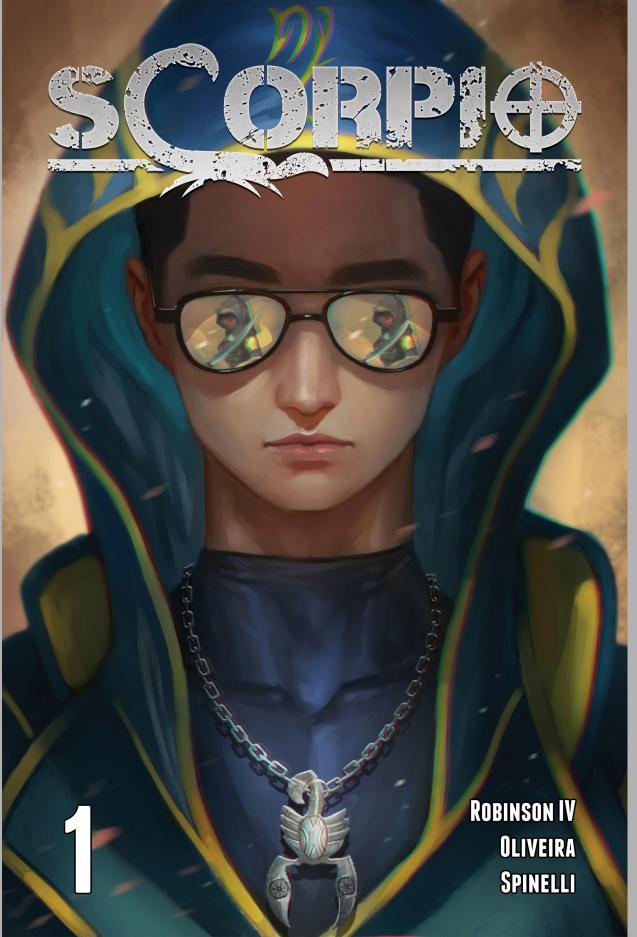
agree with and she takes a step to find truths in a way that she can understand. I feel like I connect with that a lot. I like finding things out in my own way because I feel that's how I can best understand, a given thing.

<u>Sign up to be notified</u> when the Scorpio Variants campaign goes live, and make sure to follow IV Wall Comics across social media!



Twitter - <u>IVWall</u> || Instagram - <u>sceritz</u> Facebook - <u>IVWallComicsLLC</u> || Tiktok - <u>IVWALL</u> www.IVWall.net

Go to the next page to check out Scorpio #1!



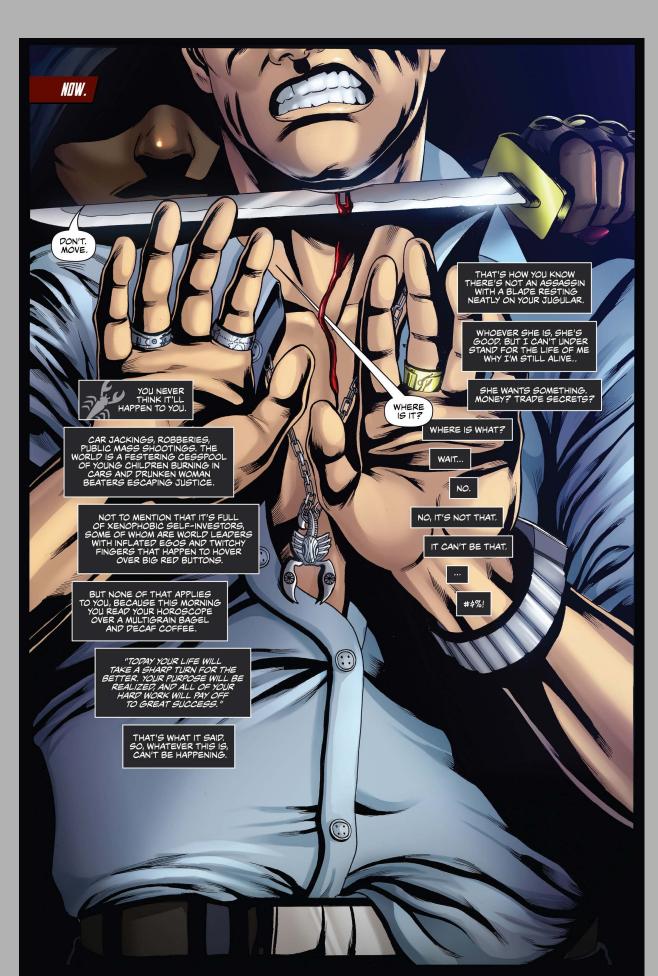


Chapter 1

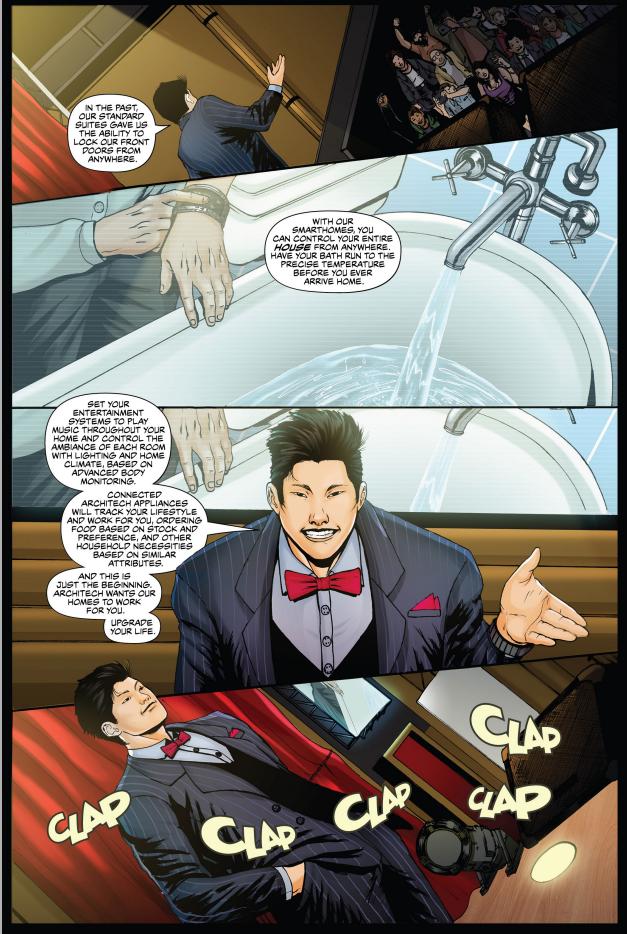
"Where Shadows Belong"

Daniel Shim is a 26-year-old Millionaire. He is an innovator and a pragmatist. To him, astrology, spirituality, and the supernatural are for children and the weak-minded. But the relic hidden in a dark lockbox says otherwise. What happens when he doesn't answer his legacy? What happens when that legacy doesn't take no for an answer?

> John Robinson IV Writer Cezar Oliveira Artist Viviana Spinelli Colorist LetterSquids Letterer Nopeys Cover Artist John Robinson IV Designer















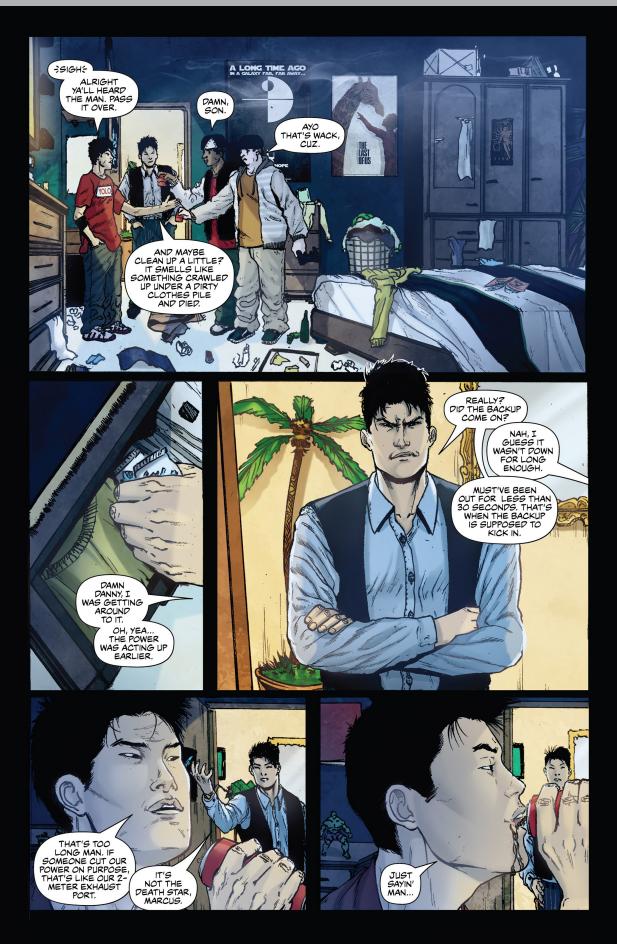




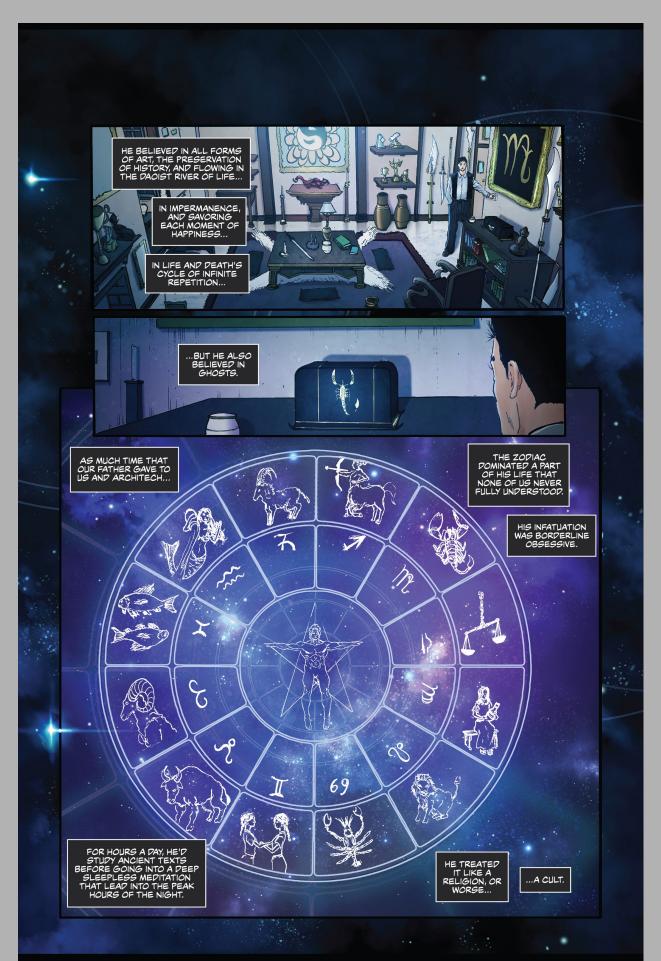








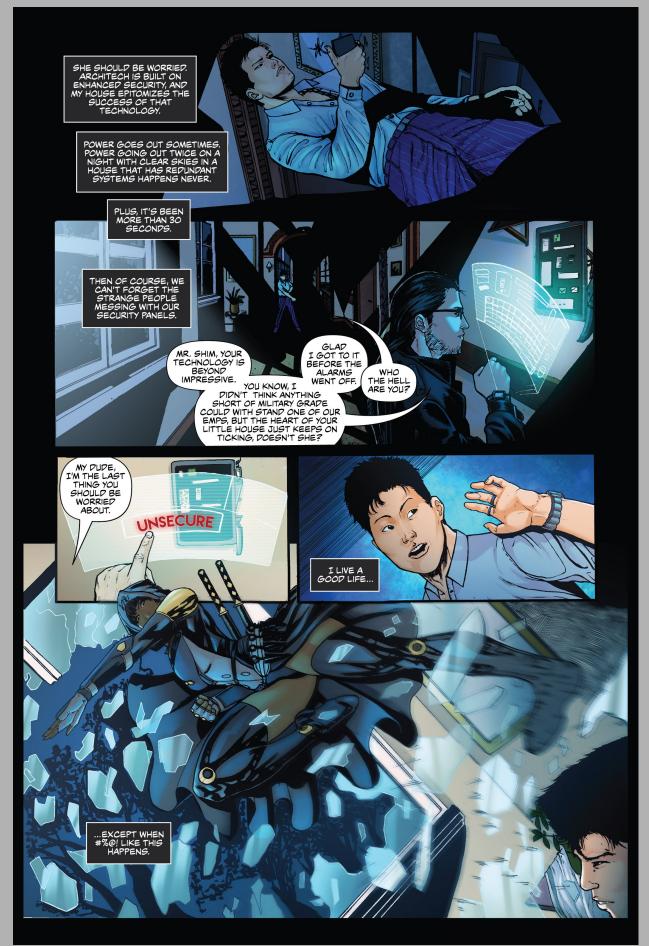


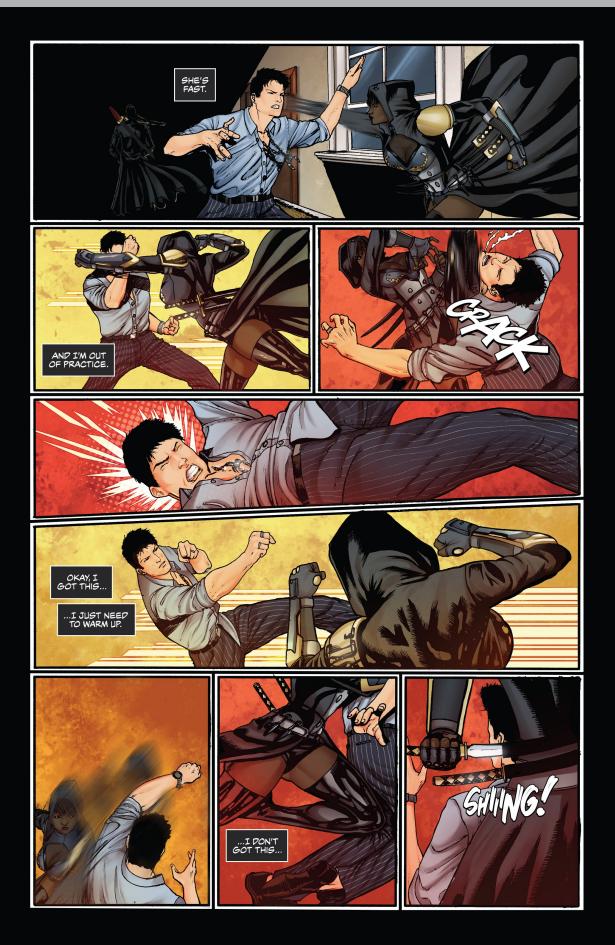




















NEWHOTNESS

This is a list of indie books I read since the last issue and have loved.



If you were to ask me what happens in this issue, I could answer "a home invasion" and that would be a correct statement. But let me tell you that a story about a home invasion has never taken me through such an emotional roller-coaster. I read this because Stone Harbor Comics offers this first chapter of BioPunks Vol 1 for free through their <u>Link Tree</u>, which is great! I can't wait to read more of this book, so I've already ordered it through <u>their website</u>. You should too.

An ancient enemy resurfaces and Earth's galactic defense force mobilizes their new team of Guardians! Under the leadership of the brash Imani Gordon, this new team still has a lot to learn, but will they have a chance when an outpost is attacked?

Buckle in for a sci-fi super-soldier adventure! Pick up your copy on the <u>Wise Acre store</u>!





With the bills piling up, will tow truck driver and MMA fighter Impound be able to resist a bag of cash to throw a fight?

I picked this up because the owner and creator of Impound Comics is always on TikTok talking about his series that I figured I was due to pick it up. And honestly, The story's solid and I'll be reading more. Plus they just signed a deal to bring the Impound universe into animation!

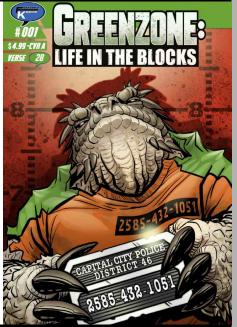


Domino is cleaning up the lower divisions and itching for a bigger fight! After a locker room confrontation, he gets his chance! But are things as they seem?

I'll be honest I wasn't expecting to like this so much. I'm not really big into wrestling anymore, but the plot of this is really strong, and I have so many questions that I gotta jump on the next issues. Make sure you follow <u>Stokes' Kickstarter</u> to be notified when the new campaign drops!

Genetic abnormalities run rampant, and those presenting any non-human traits are forced to live like cattle in the Greenzone. Their only opportunity to move up in life is to serve as police for five years. But when societal divisions persist even in the force, what chance does a Genome have to actually make it out alive?!

An engaging story and fantastic art make this an absolute must-read. Get Greenzone:Life in the Blocks and more on Fish Lee's <u>Patreon</u>!





Ain't this just how it goes? You do your best, you live an honest life, you use your powers to help people, but your d*ck gets on one internet video and now you're persona non grata.

Ajay meets a young woman and after a startling vision falls out of her skyrise apartment. And survives. And someone conventiently has an outright camcorder at the ready. Wait, this is feeling like a setup. Let me get into issue 2, and you go follow Jamie ME's Kickstarter so you can pick up your copy next time a campaign drops.



If you're on ComicTok or comic Instagram, you've certainly heard of or come across a young man taking folks to task about power scaling, head canon vs what's on the page, and maybe even that time when he helped me prove that Sam Wilson still has superpowers but writers have just forgotten about it. What you may not know is that he's also a writer, and creator of one long-running series, and the upcoming Versus! Let's talk to Everett Montgomery, aka

KINGLION

Give the people your origin story. How did you get into comics - and then what prompted you to start creating your own?

Well, I got into Comics as a kid. Like all kids I had a hard time reading, chapter books, or just reading at all, Comics were the only thing at the time I could read without getting tired not only that I could also retain the knowledge, of what I read, now what got me into writing Comics? Well, I've always had a wild imagination. And as a kid, I love Stanley so much that I want to follow in his footsteps but at the same time I also have a love Muhammad Ali and I want to do something for my own and now here we are.





When you sat down to write Flame, did you plan out a broad storyline, or just put pen to paper and figure things out as you went? Are you taking the same approach with Versus?

Well first things first I start off with a bunch of notes. Once I write powers abilities, main character plot, and I source out the main villain I didn't take all those notes and I right after which I do my story boards and that is the process I use for pretty much everything.

When you hit a roadblock in your work - whether it be the ideas aren't coming, or life getting in the way of creating - how do you get over it?

Funny enough I don't have issues like that. Once I start something my issue is, I can't stop until it's finished. Once my brain gets cut on, I never have a shortage of ideas or inspiration. I've just never had that problem. Plus, I try not to let life get in the way of my goals, iview life like it's the common cold. It comes in and goes. Problems are not permanent, so I do not allow their passing through to affect me.



Having worked with a publisher previously, you're now striking out on your own, with your entire catalog of books. What's been the best and most challenging parts of creating a comic book?



Well, being on my own is actually a lot better. I have way more freedom and I'm starting to understand why a lot of artists or creators go that route while at the same time I had challenges in the beginning, but most of the challenges that you'll have is just learning the industry itself. Once you figure that out, everything else is smooth sailing, what I learned is a lot of companies don't want you to be smart watch them grow. They want you to be in one position and stay in that position so that you benefit them while they benefit you but only on their terms sometimes you have to bleed a little to grow.

What is a major publisher book that you'd love to write and why?

The only two books I would love to write is Ghost Rider or Silver Surfer - scratch that- my third and fourth would be Batman or Black Panther also and the reason why is because I would love to show how powerful these characters really are I would love the opportunity to break their limits and to shake their worlds up entirely.



The fan base loves a good shakeup now and then, so maybe we'll get to see a Kinglion-penned Black Panther one day. Until then, we've got Flame to keep us going, and the upcoming Versus.

Scroll to the next page to check out a preview of Flame #1, and make sure you follow Kinglion across all social media, where you will be treated to his thoughts on comics as well as progress reports like the beautiful piece below from Versus, drawn by King's wife who affectionately goes by Queenlion. I for one can't wait to see this series.



Kingandqueenlion <u>Instagram</u>—<u>TikTok</u>— Facebook

Twitter—<u>King queenlion</u>





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> IN THE BEGINNING, ONLY MELANIN EXISTED AND FROM MELANIN, THE GODS WERE BORN, AS MELANIN WOULD SUSTAIN THEM AND GIVE THEM LIFE EVERLASTING, THEY WOULD IN TURN, GIVE THEIR EXPERIENCE, SO THAT MELANIN COULD GROW AND EXPERIENCE LIFE AS THEY DO BUT THERE WAS A PROBLEM. HOW COULD YOU OFFER YOUR EXPERIENCE WHEN YOU YOURSELF HAVE NOT TRULY LIVED? SO, ONE WHO WOULD BE CALLED THE MOTHER OF CREATION DECIDED TO CHANGE THAT. SHE UNDERSTOOD MELANIN IN SUCH A WAY THAT SHE WAS ABLE TO GIVE IT NOT ONLY A NEW WAY TO LIVE BUT A WAY TO EXPERIENCE LIFE IN WAYS NO ONE COULD DREAM OF.

SHE USED MELANIN TO CREATE LIVING WORLDS AND BEFORE SHE COULD TO START SEEDING THESE WORLDS WITH LIFE, SOMETHING AMAZING HAPPENED LIFE APPEARED ON ITS OWN AND THEN THE UNIMAGINABLE HAPPENED. THE LIFEFORMS WHO HAD APPEARED WERE PERFECT HOSTS FOR MELANIN. EVERY CREATURE BORN WILL NOT ONLY HAVE MELANIN BUT WERE ABLE TO PRODUCE IT ON ITS OWN. AS THEY WOULD LIVE AND GAIN EXPERIENCES THEIR MELANIN WOULD PARTAKE IN THAT EXPERIENCE HELPING IT TO LEARN AND GROW AND MAKING THEM BOTH SELF-SUSTAINING. AND ALTHOUGH THIS WAS AMAZING, IT, WAS NOT SUITABLE NOR SUSTAINABLE FOR CERTAIN GODS.

NOT ALL GODS COULD PRODUCE THEIR OWN MELANIN AND THEY REQUIRED LARGE AMOUNTS OF IT TO SUSTAIN THEIR POWER AND GOD-HOOD.

SO, BEGAN THE MELANIN WARS. FOR EONS, GOOS FOUGHT AGAINST GODS FOR THE RIGHT TO CONSUME CREATION, BUT NOT ALL WAS LOST.

THE MOTHER OF CREATION ALONG-SIDE OTHER GOOS INCLUDING HER KING FOUGHT ACROSS EXISTENCE ITSELF, PROTECTING CREATION AND ALL SPECIES AND RACES BORN EROM-MELANIN, SHE DID THIS AS A MOTHER WOULD FOR HER CHILDREN, BUT A MOTHER COULD ONLY DO SO MUCH.

SHE FERRED THAT ONE DRY SHE WOULD FALL AND THOSE WHO FOUGHT BESIDE HER WOULD TOU.



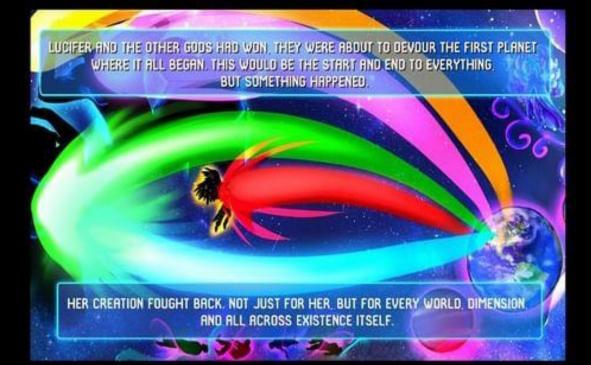
SO SHE HAD FIVE SONS.

PROTECT ALL OF THE DIFFERENT RACES AND SPECIES OF CREATION THAT COULD PRODUCE MELANIN.

BUT SOMETHING HAPPENED, HER SON LUCIFER HAD FELL IN LOVE. NOT ONLY IN LOVE WITH CREATION BUT WITH A WOMAN HE SAW AS A GOODESS. ONE TERRIBLE DRY, SHE DIED AND HE BEGGED HIS MOTHER TO BRING HER BACK. SHE TOLD HIM THAT IT WAS BEYOND MER POWER ENRAGED, SOMEONE GOT IN HIS EAR LIKE A SNAKE, IK THE GARDEN AND MADE HIM BELIEVE THAT IF HE COULD FIND AND DEVOUR THE ONE PERSON CONNECTED TO THE SOURCE OF ALL MELANIN THEN HE WOULD BE ABLE TO BRING HER BACK.



SO, LUCIFER TURNED AGRINST HIS BROTHERS AND STODD WITH THE OTHER GODS AGRINST HIS MOTHER. HE DIDN'T KNOW WHO THE SOURCE OF CREATION WAS SO HE WAS TOLD HE HAD TO DEVOUR ALL OF IT, BUT IN DOING SO, ALL HE DESTROYED HE WOULD BE ABLE TO RESURRECT INCLUDING THE ONE THAT HE LOVED.

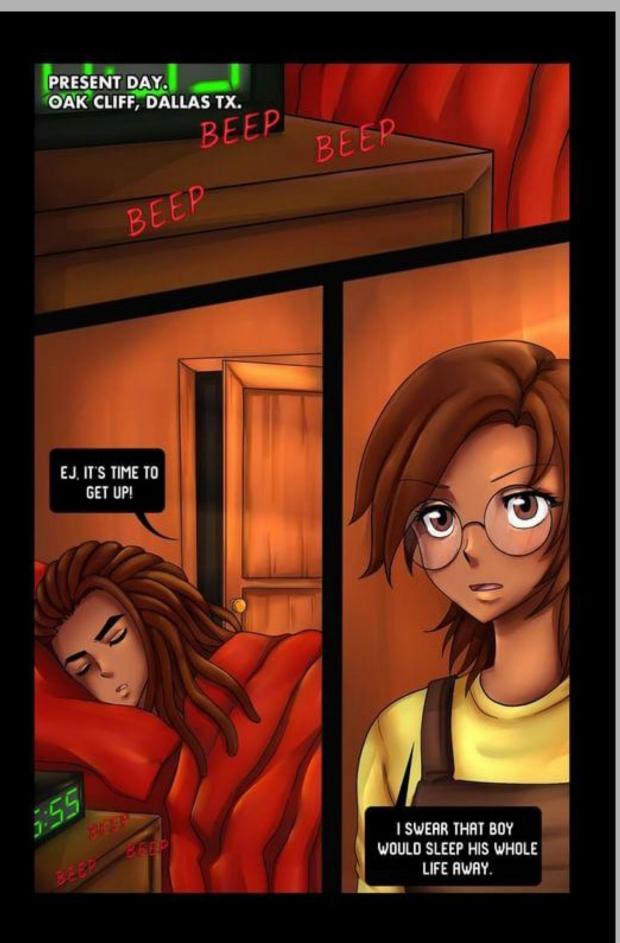


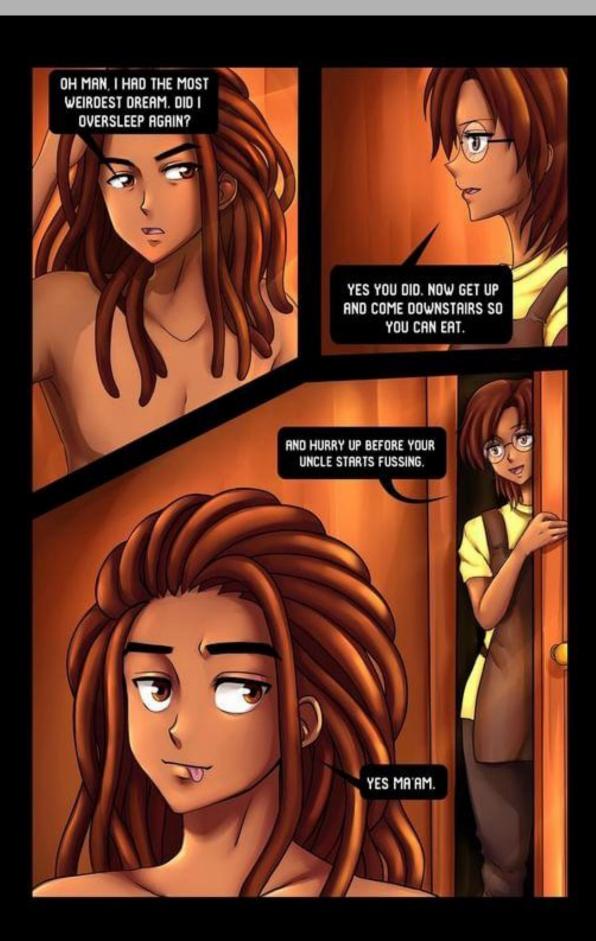
SHE COULDN'T BELIEVE HER EYES. THE CHILDREN SHE WATCHED PLAY IN THE SAND, THE CREATION OF MELANIN ITSELF NOT ONLY COULD DEFEND ITSELF, BUT THEY COULD PROTECT THE VERY GODS WHO PROTECTED THEM.



RS THE WAR ENDED, FLAME DID EXACTLY AS THEY SAID THAT THEY WOULD, EIGHTY SIX PERCENT OF ALL PLANETS IN EVERY UNIVERSE ACROSS EXISTENCE ITSELF WERE SUPPRESSED OF THEIR MELANIN TO PROTECT THEM FROM THE GODS. WHILE AT THE SAME TIME THERE WERE CERTAIN PLANETS AND POCKET DIMENSIONS THAT WERE NOT SUPPRESSED, SO THAT CERTAIN MELANATED RACES AND SPECIES COULD LIVE THEIR LIFE THE WAY THEY CHOOSE BUT THERE WAS AN ISSUE. THERE WERE CERTAIN SPECIES AND ONE MELANATED RACE IN PARTICULAR THAT THE BARRIERS OF THESE PLANETS JUST DION T WORK ON AS IF THE MELANIN ITSELF FOUGHT TO BE FREE. WHEN SOMEONE FROM A CERTAIN RACE OR SPECIES WAS FOUND TO BE IMMUNE TO THE BARRIER. THEY WERE THEN TAKEN AND SENT SOMEWHERE THEY COULD NOT ONLY BE FREE BUT LIVE THEIR LIFE WITHOUT LIMITATIONS. SOME YOU MIGHT CALL A CELEBRITY. SOME YOU WOULD CALL ATHLETES HEROES, AND SOME WOULD BE CALLED KINGS AND DUEENS. IN LEGEND, SOME PRSSED RWAY OR FADED INTO MEMORY BUT THE TRUTH IS THOSE BORN OF MELANIN CAN NEVER TRULY DIE. THEY NOT ONLY LIVE ON BUT THEY ARE IN A BETTER PLACE. ONE WHERE THEY CAN LIVE WITHOUT LIMITS.







It was all a dream! Or was it? Flame currently has 15 chapters and has sold out of its most recent print run on <u>ComicBookDirect</u>, but keep an eye out for a new KingLion website coming very soon!





Let's take in some words of wisdom from our featured creators.

Fellow indie creator supporter Kristen:



(1) You do not have to be a marketer. However, most creators you've heard of across history have found a community to inspire, challenge and champion them. Focus your non-creation time on finding and being in that community. Be a good member of that community. Being around people who love what you love will sustain you through the valleys and propel you to the stars.

(2) If you're on social media: do the work that you love, not what you think or are told the algorithms will love. Just keep putting out what you love consistently. Let the algorithms FOLLOW YOU. It takes longer, but it's real and can't be taken away from you at a whim.

(3) People want you to succeed! We want you to just keep doing what you're doing. Patrons don't need a whole bunch of special gifts and extras from you. I know this is true because I talk to them. They're happy to chip in each month just so you can keep doing what you're already doing and so you can take a break once in a while. Don't think you have to do a bunch of EXTRA work in order to start accepting patron support. You don't. I promise.

Kinglion gets straight to the point:

People say you can't be original because everything has been used. That is a lie. Everything hasn't been used because not everyone knows everything never be afraid to branch out and learn. Knowledge creates originality.

Tip number two: Do not treat your work like it's a game or like this is something you do for fun. This is your life's



work. In life you only get one shot, so treat your projects the same way.

Tip number three: Never be afraid to lose sleep it's not going to kill you.

Thomas wants you to keep things in perspective:



First tip is know what you're getting into. This career path is not one with instant success. You will lose thousands of dollars in this passion. It's something to accept in this industry.

Second tip would be to start small. Do a few mini series instead of superheroes. It is much easier to sell a mini series that is complete rather than an ongoing series.

Third tip is to read current books both in superhero and indie markets, see how things are formatted. Never stop learning and using new methods in your writing. Your books will never be perfect and that is ok, they can always get better.

Some practical advice from John:

First, if you want to write comics, I implore you to learn how to write. I know this is one of those things other people have disagreed with me on in the past but I'm pretty firm on this. This isn't to say that you can't dive into comics as your primary passion and that you need to write prose regularly. But I do believe it's important, when you're new, to strip away all of the extraneous things: Art; An Entire Creative Team; Paneling; etc.

Just focus on how to tell a good story and sometimes that means just writing words into



a word document. I recommend this because this is something you can do yourself and you don't have to think about other certain, extra forms of framing that you'd have to think about in other mediums. It's you and that story. Once you do that, and start to understand those basics, then you can go into whatever medium you love most.

Second, don't think of your comic as a "character." Your comic has a character in it who is the protagonist and they are interacting with and affecting the plot but if you are focusing on "My story is about Fireman, a man with Fire Powers," then you are already framing your ideology wrong. You want your story to be about something real and profound to you that you'd like to explore and that something is more than having fire abilities. I suggest figure out what that is and framing

your writing around it.

E 6

Lastly, make sure you are reading and watching lots of things and keeping your "writer's brain" on about them. Question why writing decisions were made. Ask yourself why you like something or didn't like something, and then try to reverse engineer what evoked those feelings. Keep a "story journal" of these things and refer back to it during your study times. This will help you figure out how to tell better stories, or better yet, the type of stories you want to tell.

Saving the best for last, our cover featured artist, AJ Ampadu echoes and counters some points made earlier:

1. Always show up. Put your best foot forward when meeting anyone or doing anything creatively. You never know who's watching.

2. Learn the classics. You will learn more by watching or reading old material than you will from new material.

3. Learn how to market. It's very hard for creatives, but the successful ones are as good at marketing as they are good at creating.



As for me, I will tell you that you should consider that your lack of motivation is not just in your head. I recently had some testing done and found out that my testosterone was low, and have been put on a regimen that has readjusted my behaviors, I find infinitely fewer excuses to not do something, and I find myself getting more done without giving myself grief about it. Don't get me wrong, I still have distractions, and time management is something I'm working on as well. In fact I recently learned that meditation may be the key to unlocking time management and focus, so that's my next little side project. I'll report back next issue.

What I'm saying is while we absolutely need to take accountability for things not getting done when they could and you CHOOSE to do something else, but sometimes a lack of motivation can be mental or physical health related. I recommend everyone who can has some thorough bloodwork done, and seeks out therapy. If you used to be able to get motivated and you can't anymore, it could be physical or mental health that needs addressing. Or both, as was my case.

> Check out this commission I had done while I was working on this issue! See? Getting things done!

CREATOR INDEX

The whole point here is to get you the reader to interact with, consume, and ideally spend money with the creators I've spotlighted in this magazine. Below you will find a list of everybody's websites and social media tags. Go buy something you bums!

AJ Ampadu / EarthTone King

www.EarthToneKing.com

Twitter— EarthtoneKing

Instagram — <u>EarthTone Kingdom</u>

TikTok— EarthTone Kingdom

Thomas Moran / Fate Comics

https://www.fatecomics.com/

<u>Instagram</u>—<u>Facebook</u> FateComicsPublishing Twitter—FateComicsLLC

TikTok—<u>FateComicsOfficial</u>

Kristen Lambertsen / Patron Hunt

Twitter—<u>MsPseudolus</u> || <u>PatronHunt</u> Instagram—<u>patronhunt</u> Bluesky—<u>mizkirsten</u> Tumblr—<u>patronhunt</u> LinkedIn—<u>kirstenlambertsen</u>

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Everett Montgomery / King Lion *Kingandqueenlion* <u>Instagram</u>—<u>TikTok</u>—<u>Facebook</u>

Twitter-King queenlion

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