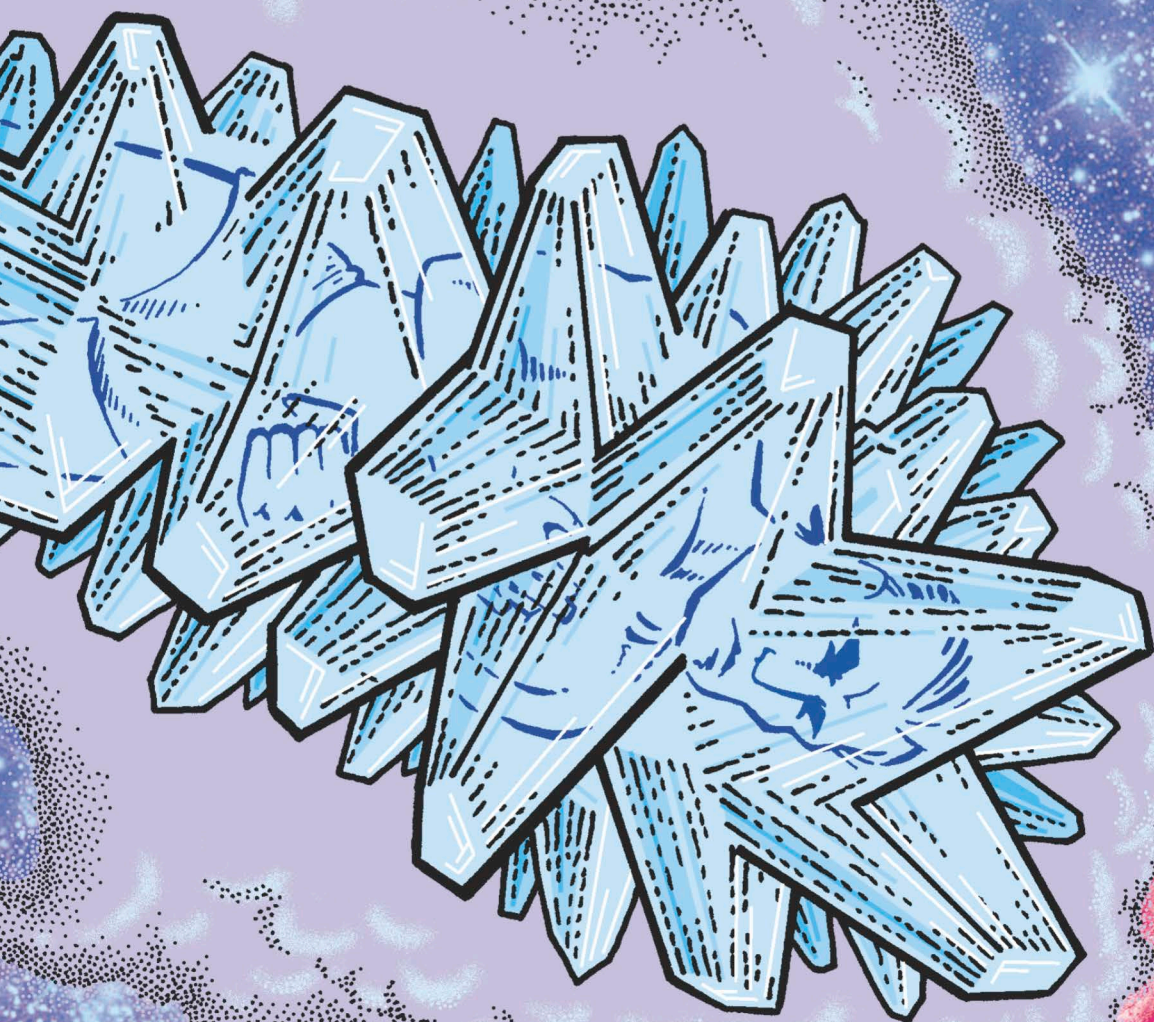


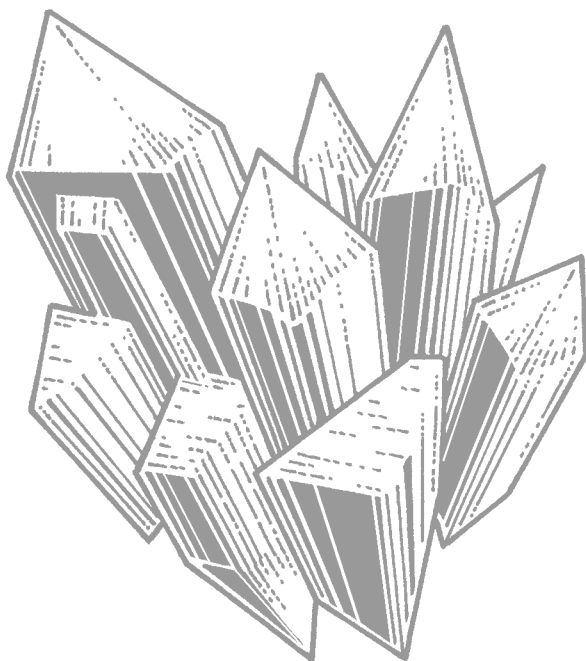
MYRIAD THREAT

a graphic novel by
MATT HOWARTH



MYRIAD THREAT

a graphic novel by
MATT HOWARTH



SanguineGames.com

MYRIAD THREAT

book 2 of the Myriad trilogy

story & art © 2016 MATT HOWARTH

based on the universe found in the MYRIAD SONG Game
(property of Sanguine Productions LLC)

Editors:

Norman Rafferty

Richard Hughes

published by

SANGUINE PRODUCTIONS LLC

2692 Madison Road #279

Rookwood Pvn Ste N1

Cincinnati, Ohio 45208

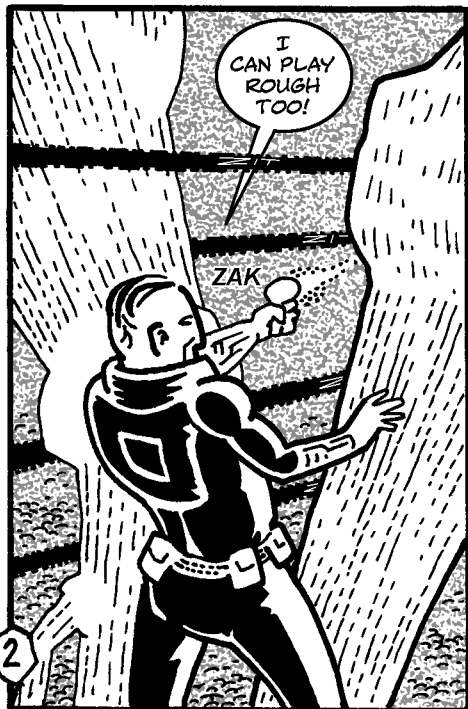
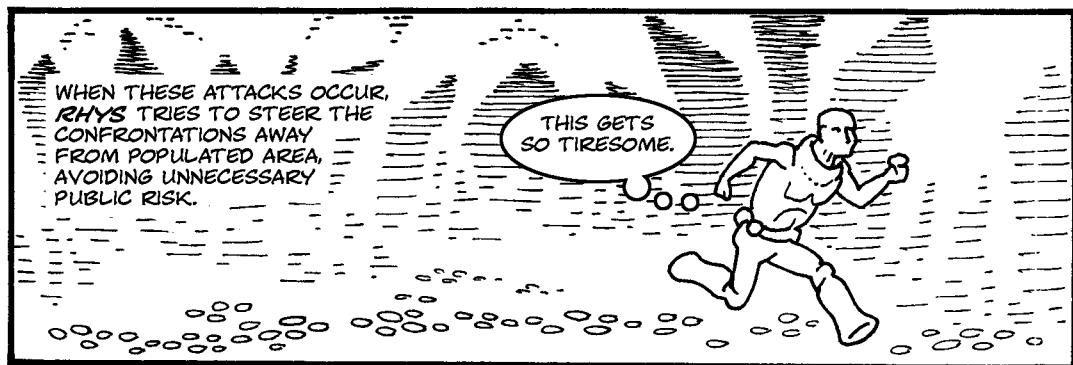
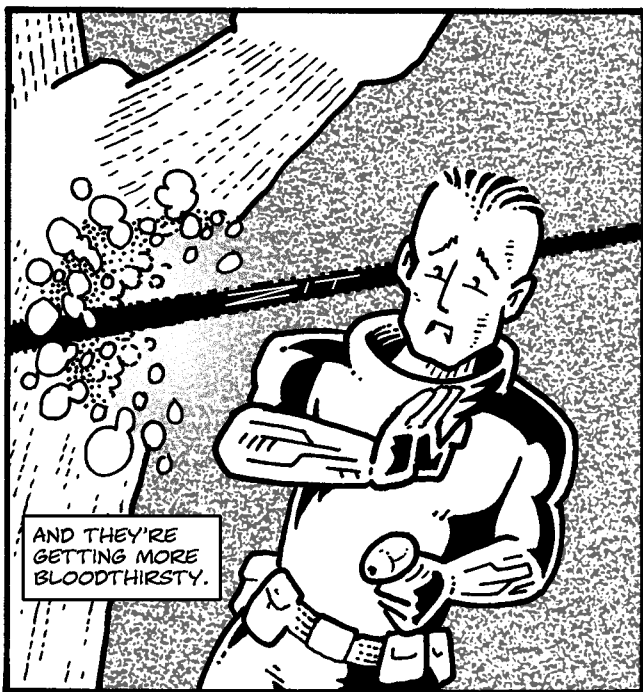
www.SanguineGames.com

Matt would like to dedicate this graphic novel to
his Muse, who (in her divine way) was primarily
in charge of things this time.

LIVING OFF THE GRID
DOESN'T ALWAYS
WORK.

SOMETIMES, THE
HUNTERS ARE
ESPECIALLY
SKILLFUL.

ZAK

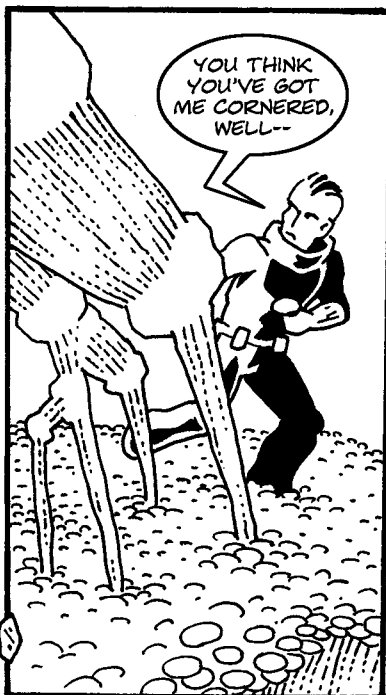


DROZANS ARE EXPERT TRACKERS, AND THIS ONE IS CLEARLY HUNGRY FOR THE BOUNTY ON RHY'S HEAD.

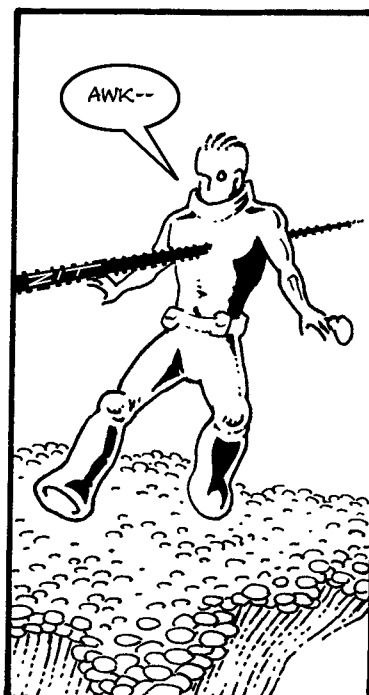


SURRENDER, AND THIS ONE PROMISES TO DELIVER YOUR PELT INTACT.

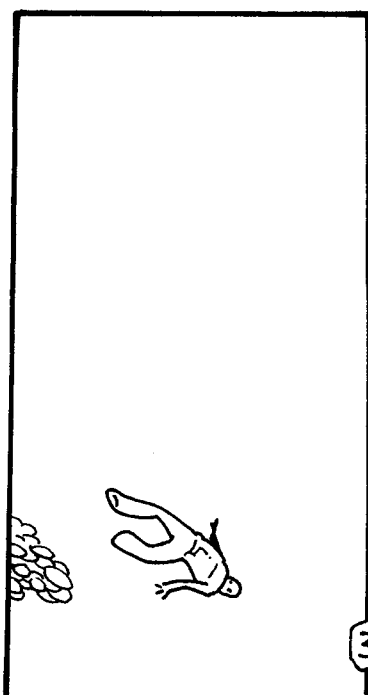
RHYS COULD PROBABLY SHOOT HIS WAY OUT OF THIS--HE IS, AFTER ALL, A TRAINED LAUFERWELT WARRIOR--BUT HE FEELS A TOUCH OF GUILT OFFERS A BLOODLESS ESCAPE.

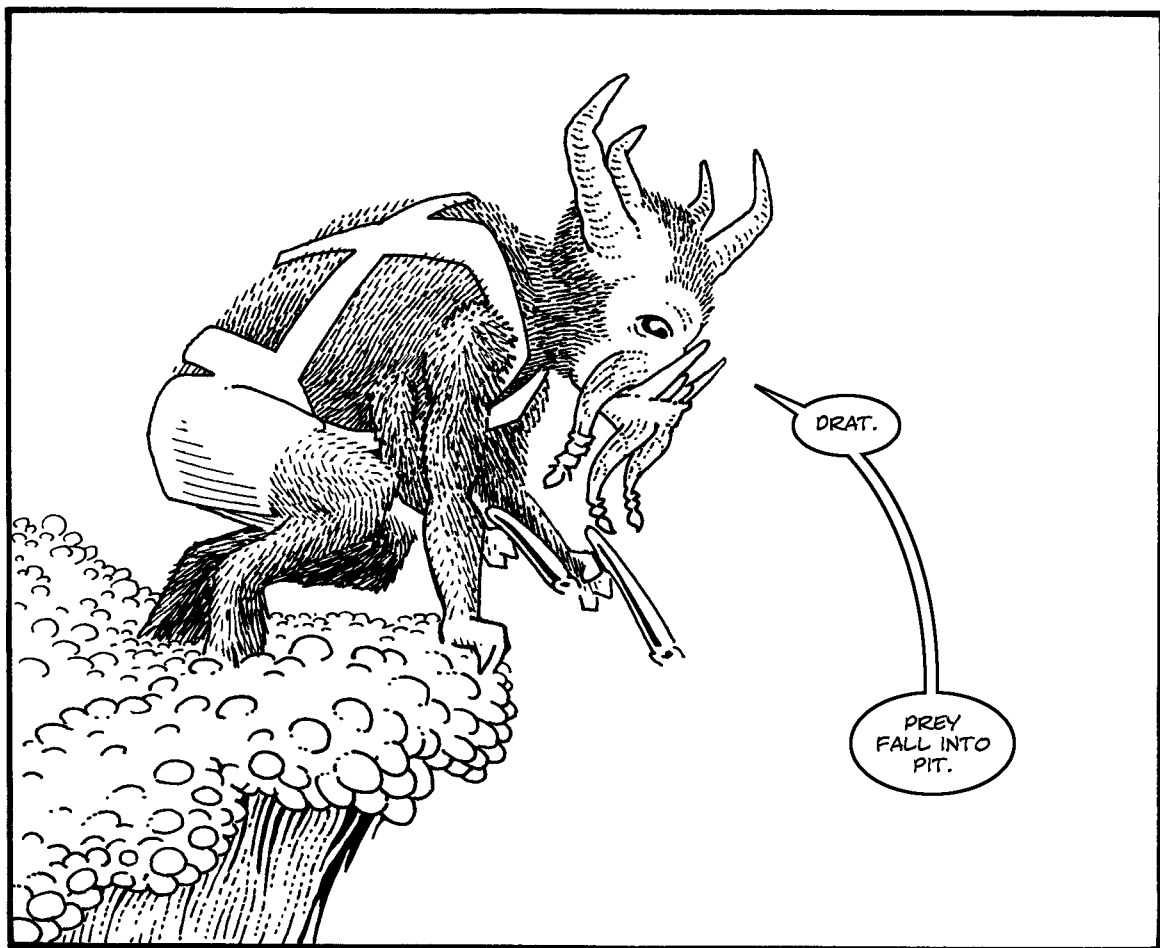


YOU THINK YOU'VE GOT ME CORNERED, WELL--

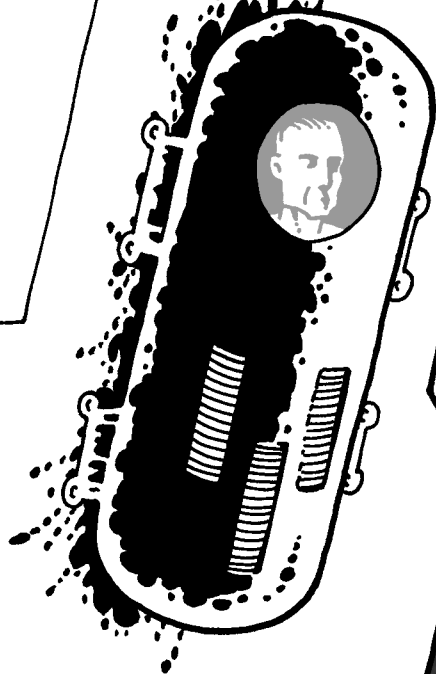


AWK--



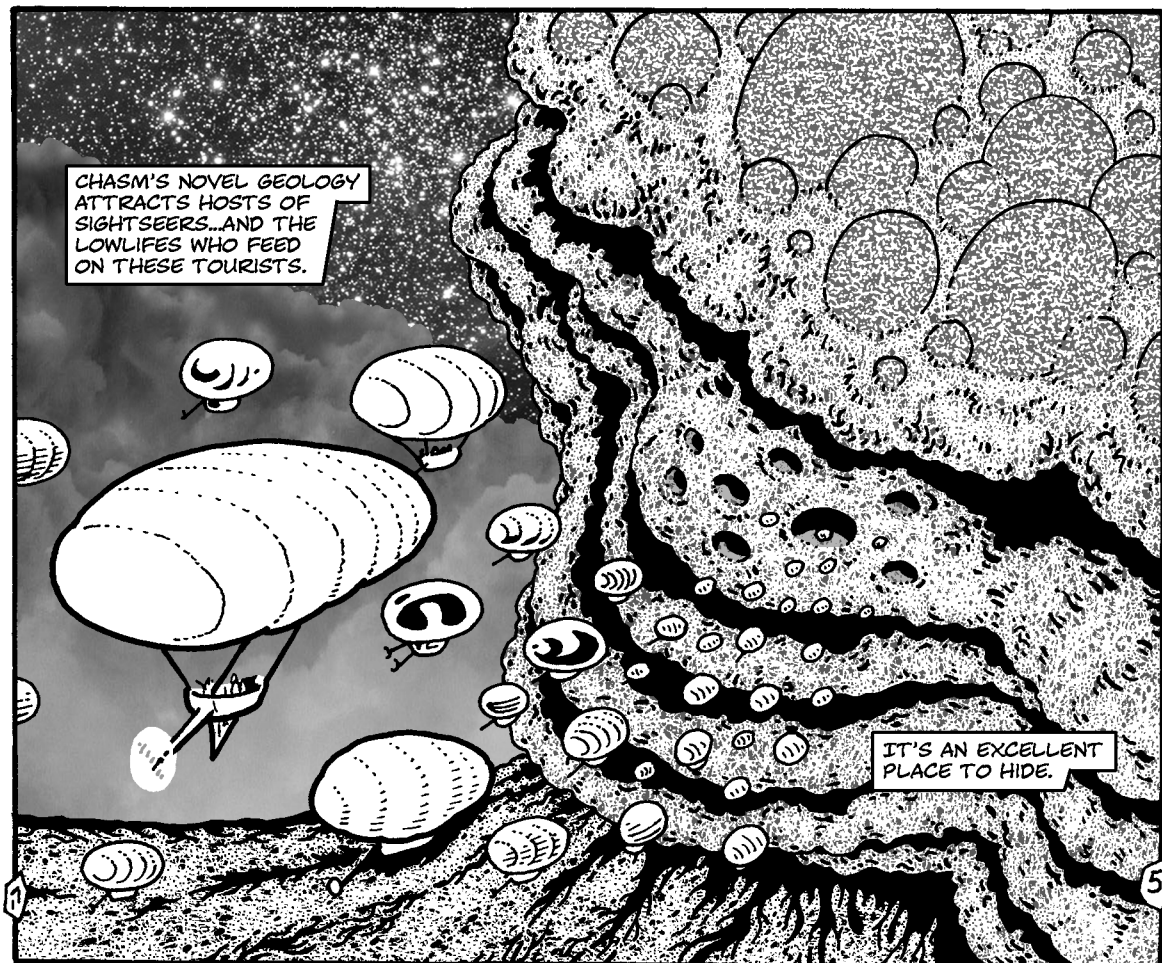


ON THE RUN
AGAIN.

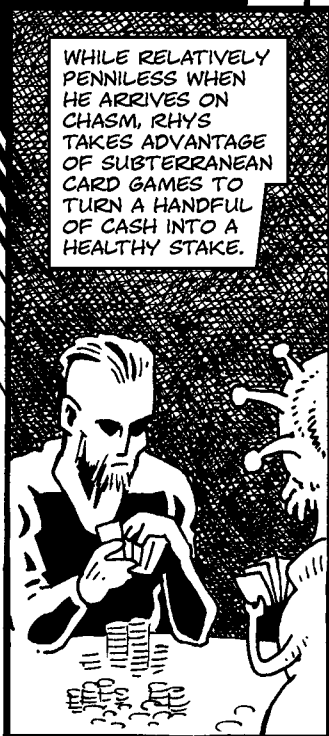
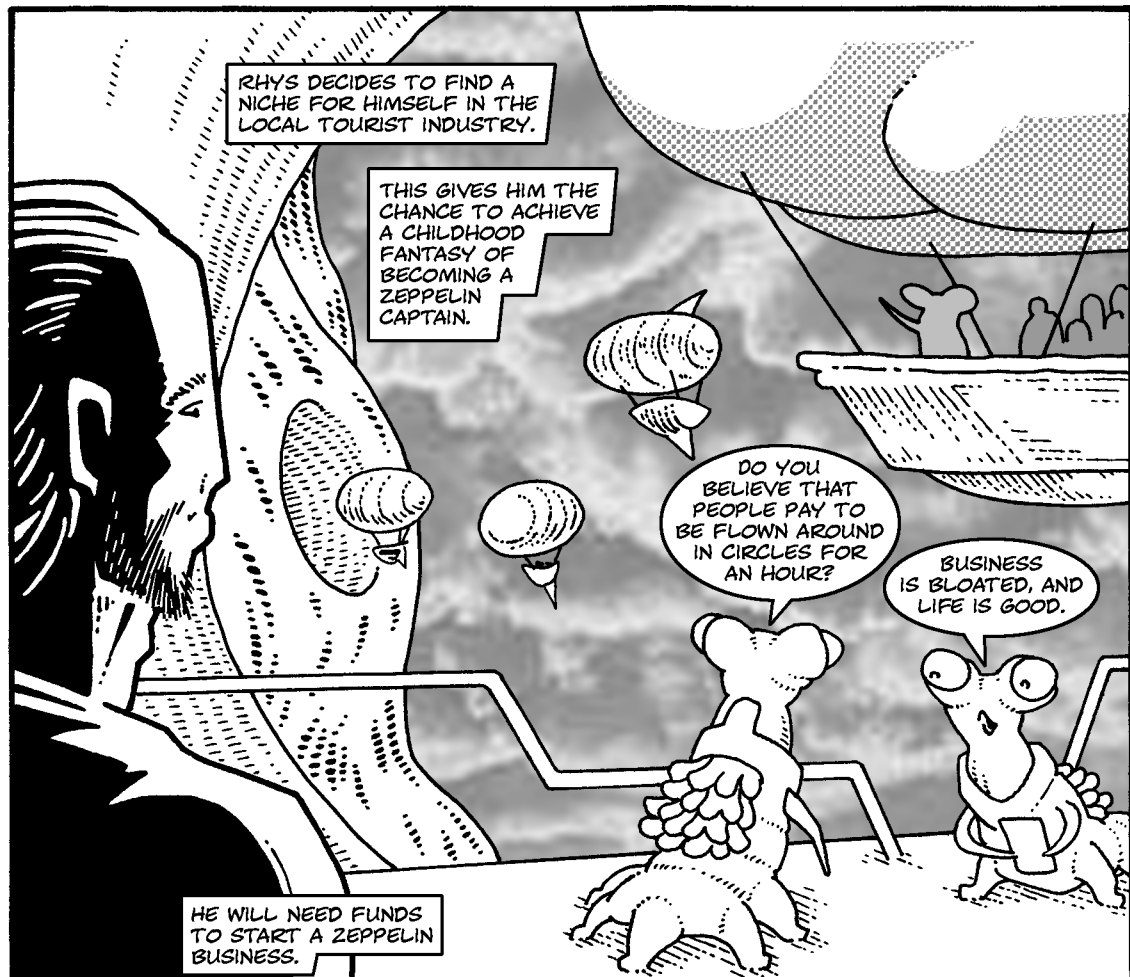


WARY OF TRAVELING
AS A LEGITIMATE
PASSENGER, RHYS
SNEAK-ATTACHES
A CRYO-UNIT TO
THE HULL OF A
SHIP HEADED
FOR CHASM.

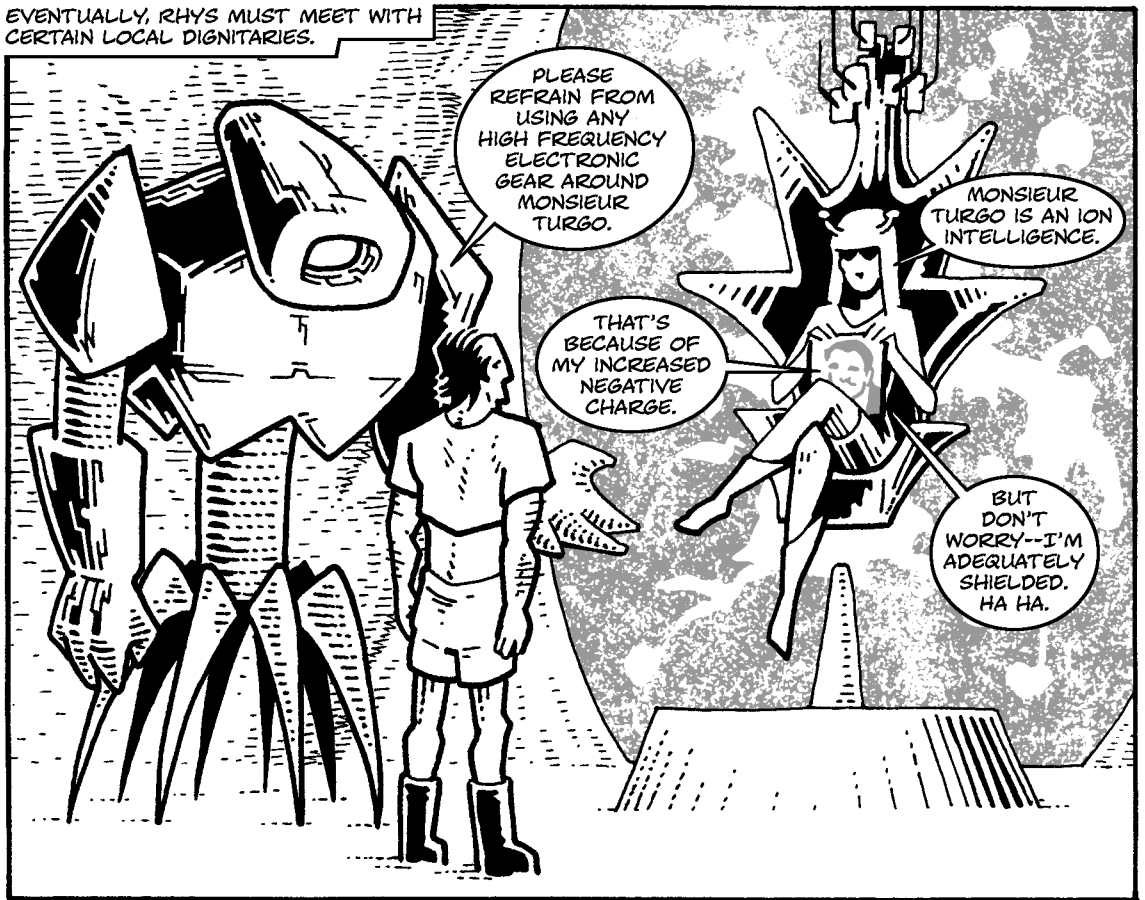
CHASM'S NOVEL GEOLOGY
ATTRACTS HOSTS OF
SIGHTSEERS...AND THE
LOWLIFES WHO FEED
ON THESE TOURISTS.

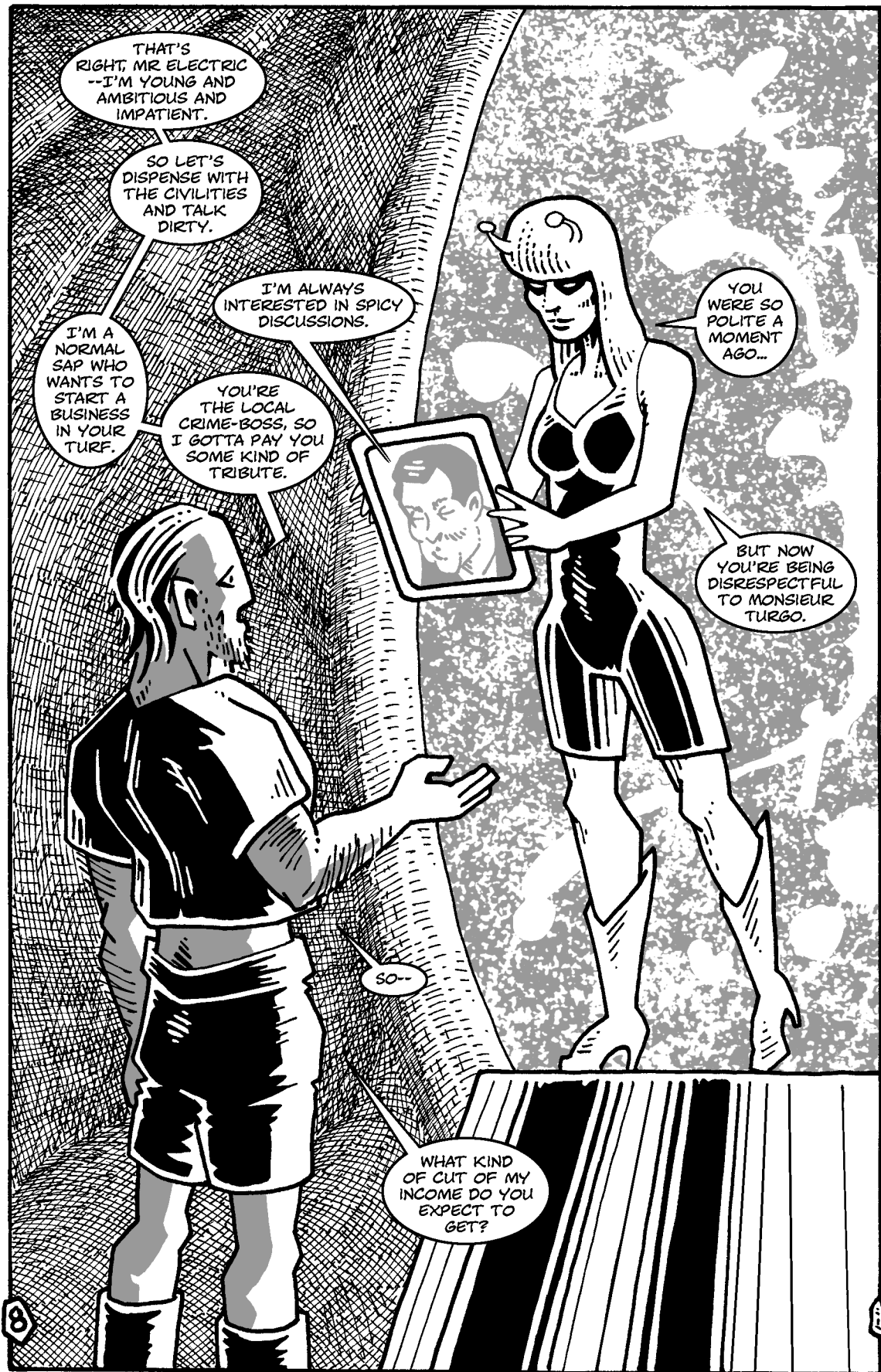


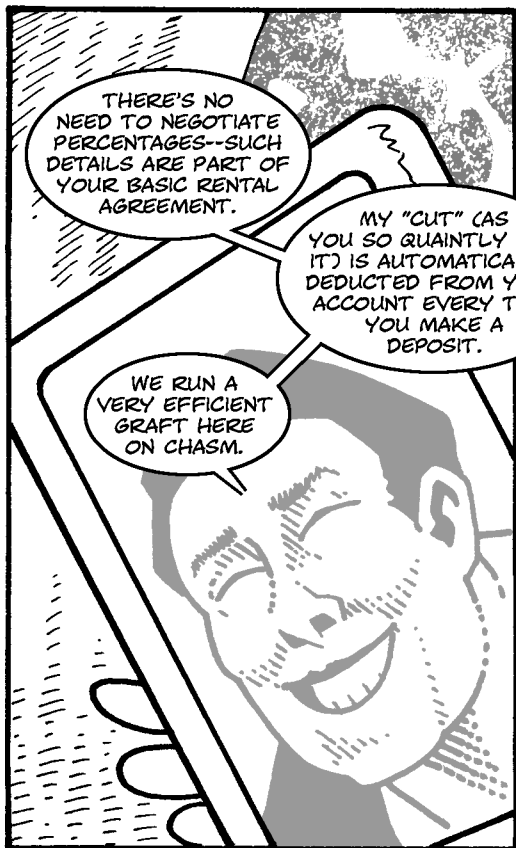
IT'S AN EXCELLENT
PLACE TO HIDE.



EVENTUALLY, RHY'S MUST MEET WITH CERTAIN LOCAL DIGNITARIES.



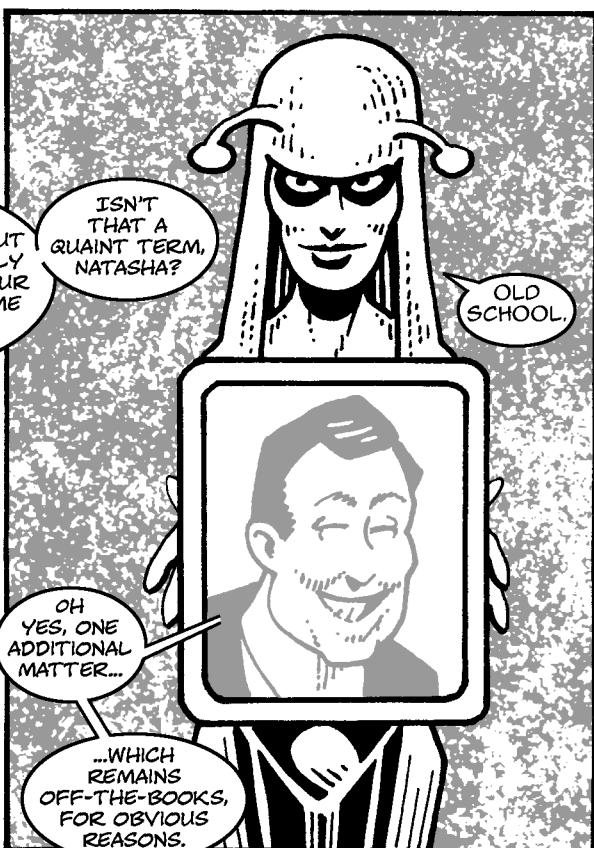




THERE'S NO NEED TO NEGOTIATE PERCENTAGES--SUCH DETAILS ARE PART OF YOUR BASIC RENTAL AGREEMENT.

MY "CUT" (AS YOU SO QUAINLY PUT IT) IS AUTOMATICALLY DEDUCTED FROM YOUR ACCOUNT EVERY TIME YOU MAKE A DEPOSIT.

WE RUN A VERY EFFICIENT GRAFT HERE ON CHASM.



ISN'T THAT A QUAINT TERM, NATASHA?

OLD SCHOOL.

OH YES, ONE ADDITIONAL MATTER...

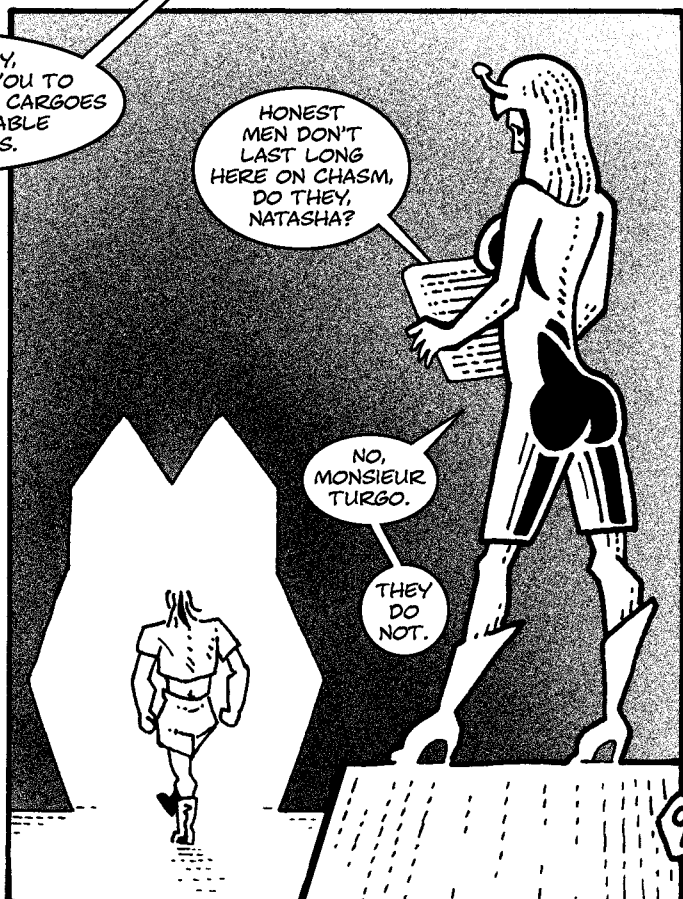
...WHICH REMAINS OFF-THE-BOOKS, FOR OBVIOUS REASONS.



PERIODICALLY, I WILL REQUIRE YOU TO TRANSPORT CERTAIN CARGOES TO UNMENTIONABLE DESTINATIONS.

YOU CAN HAVE YOUR PERCENTAGE, BUT NO SMUGGLING.

I PLAN TO BE AN HONEST ZEPPELIN CAPTAIN.

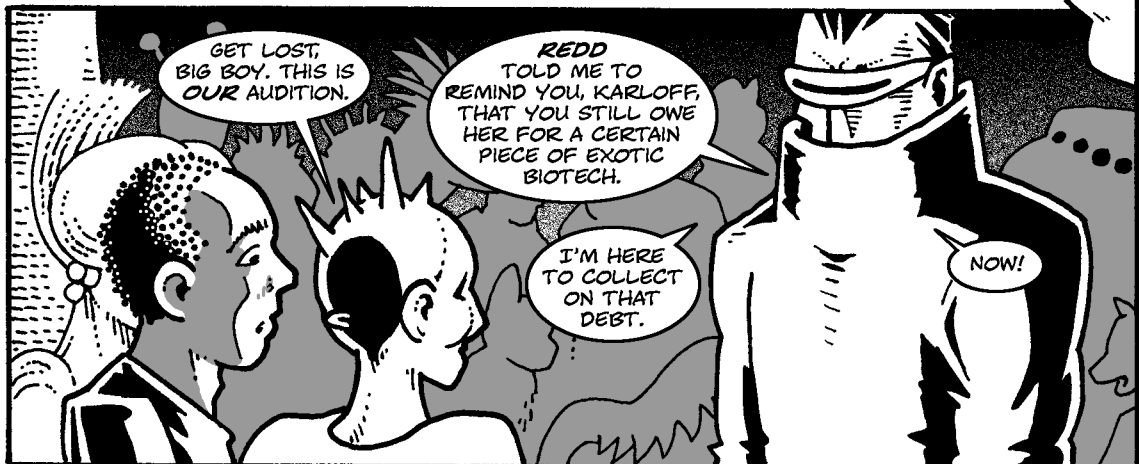


HONEST MEN DON'T LAST LONG HERE ON CHASM, DO THEY, NATASHA?

NO, MONSIEUR TURGO.

THEY DO NOT.





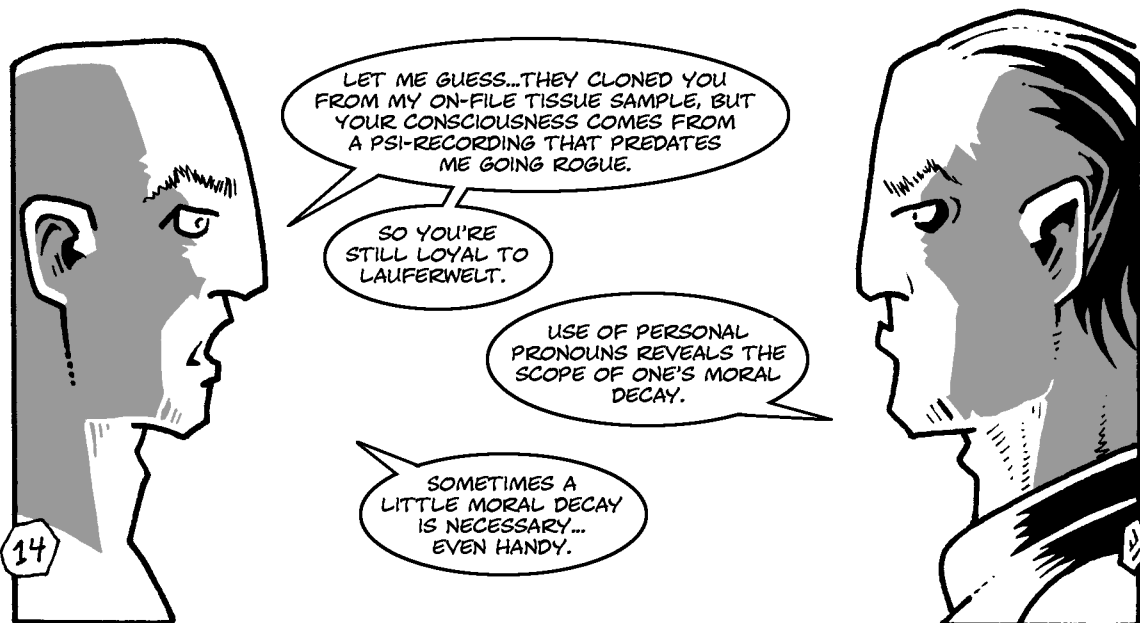




SO--

I SEE HIGH COMMAND
FINALLY GOT TIRED OF RELYING
ON MERCENARIES AND DECIDED TO GET
SERIOUS ABOUT FINDING ME.

THEY
THINK THE
ONLY ONE WHO
CAN CATCH ME
IS ME.

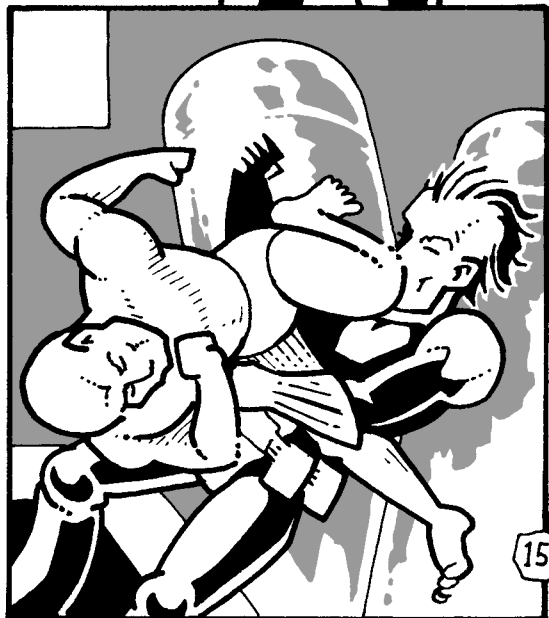
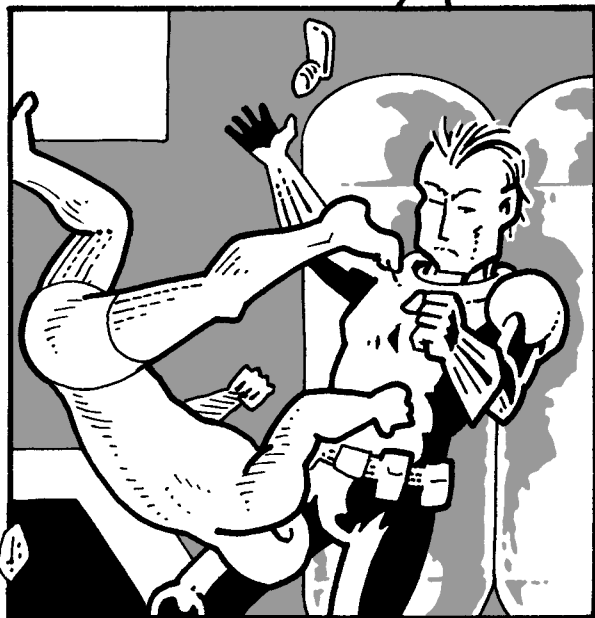
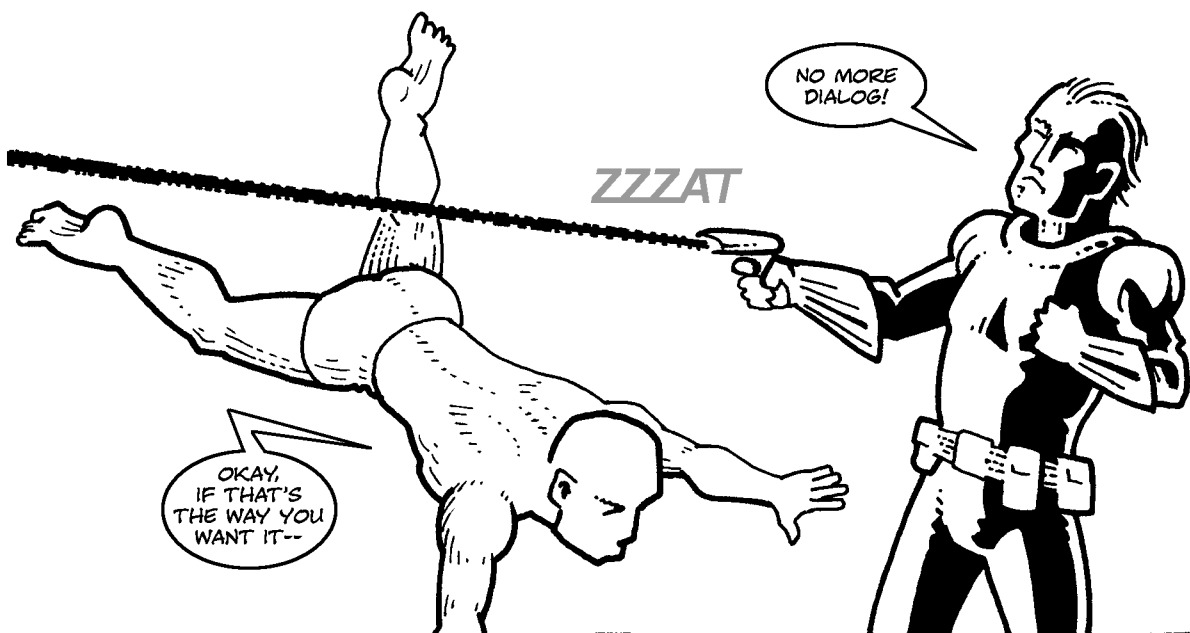
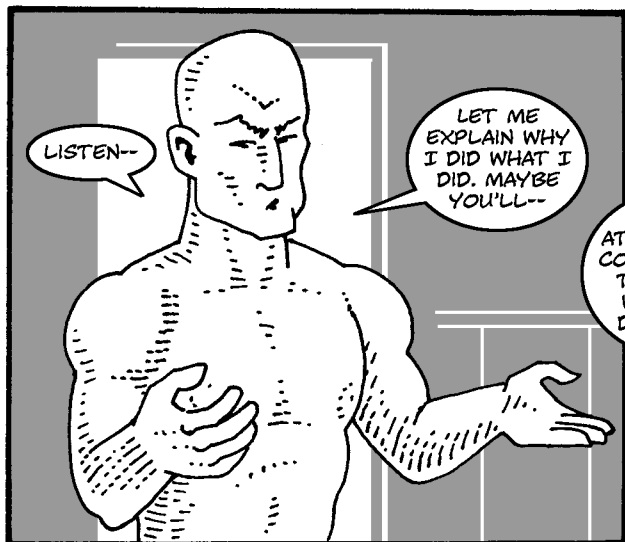


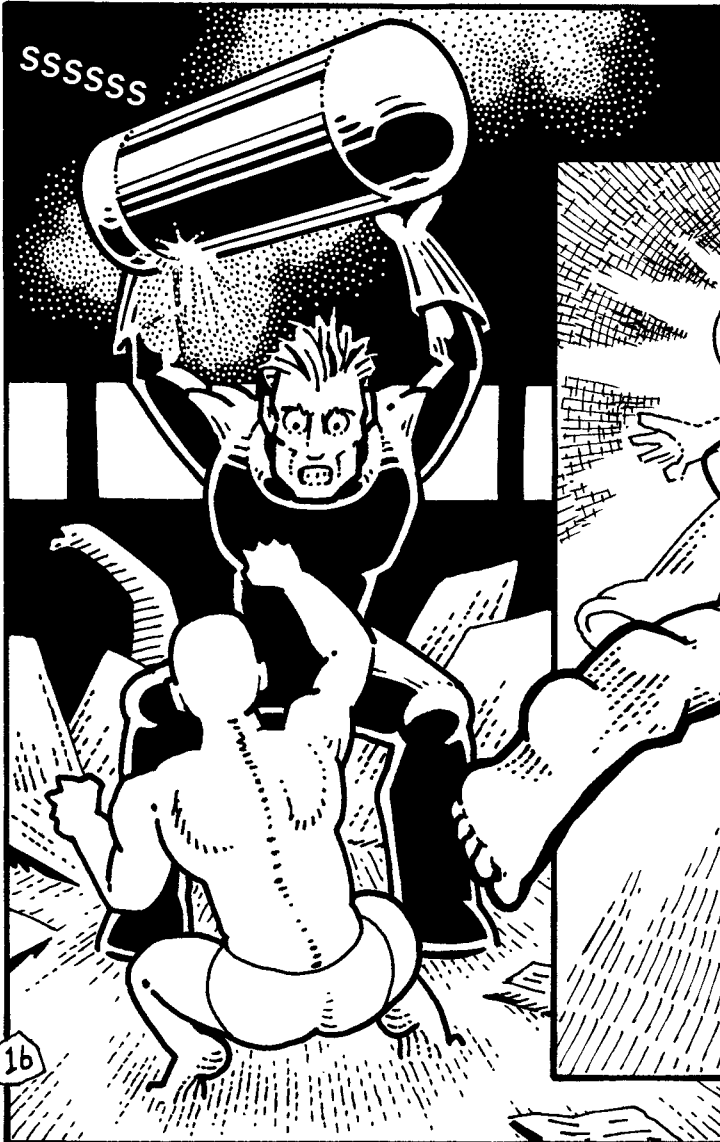
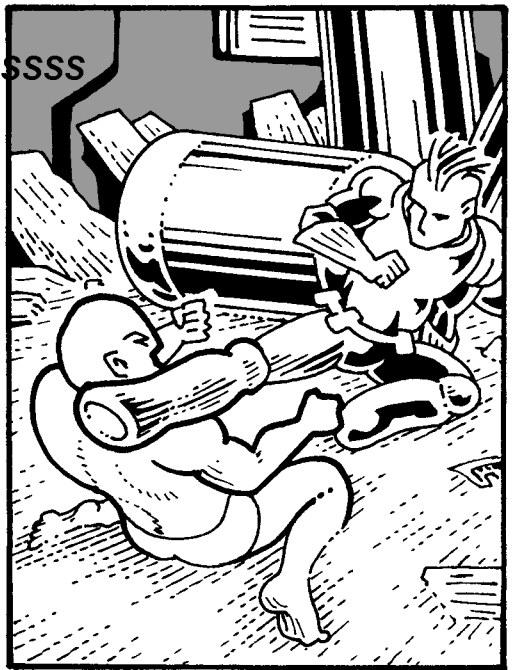
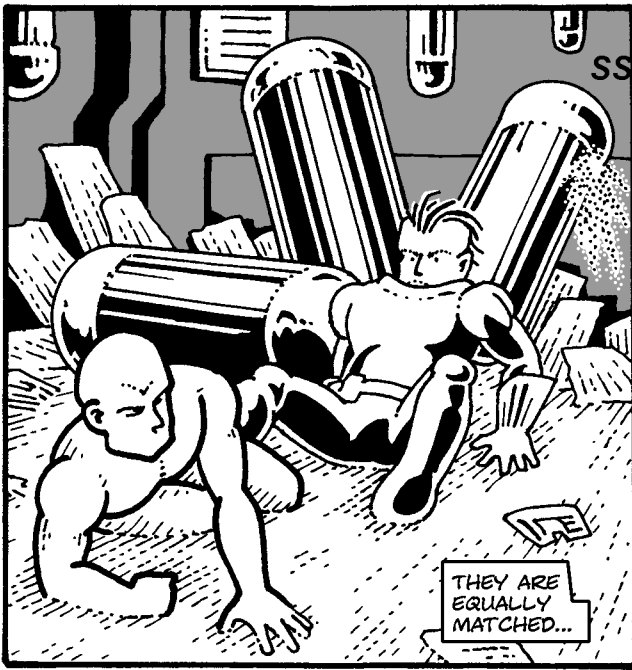
LET ME GUESS...THEY CLONED YOU
FROM MY ON-FILE TISSUE SAMPLE, BUT
YOUR CONSCIOUSNESS COMES FROM
A PSI-RECORDING THAT PREDATES
ME GOING ROGUE.

SO YOU'RE
STILL LOYAL TO
LAUFERWELT.

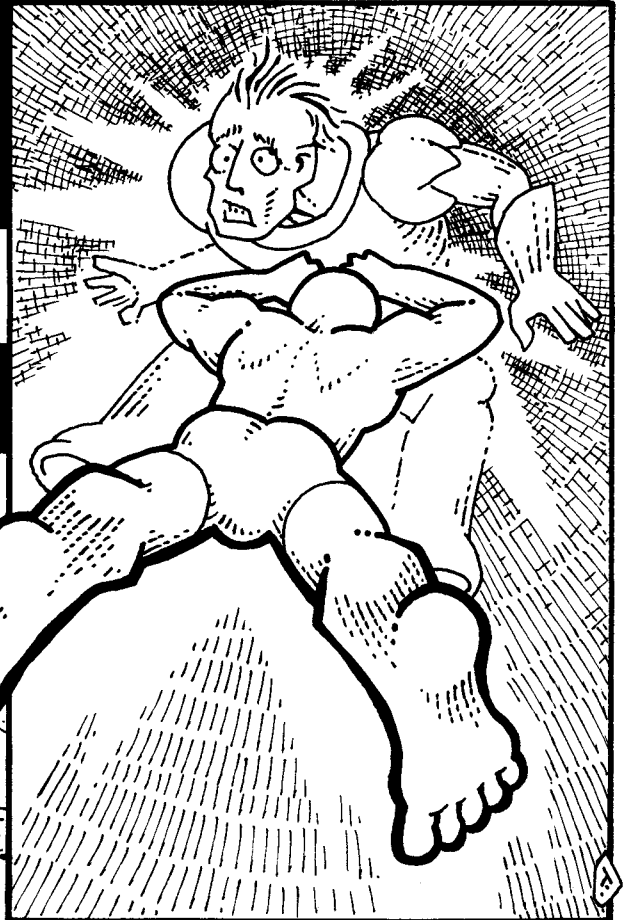
USE OF PERSONAL
PRONOUNS REVEALS THE
SCOPE OF ONE'S MORAL
DECAY.

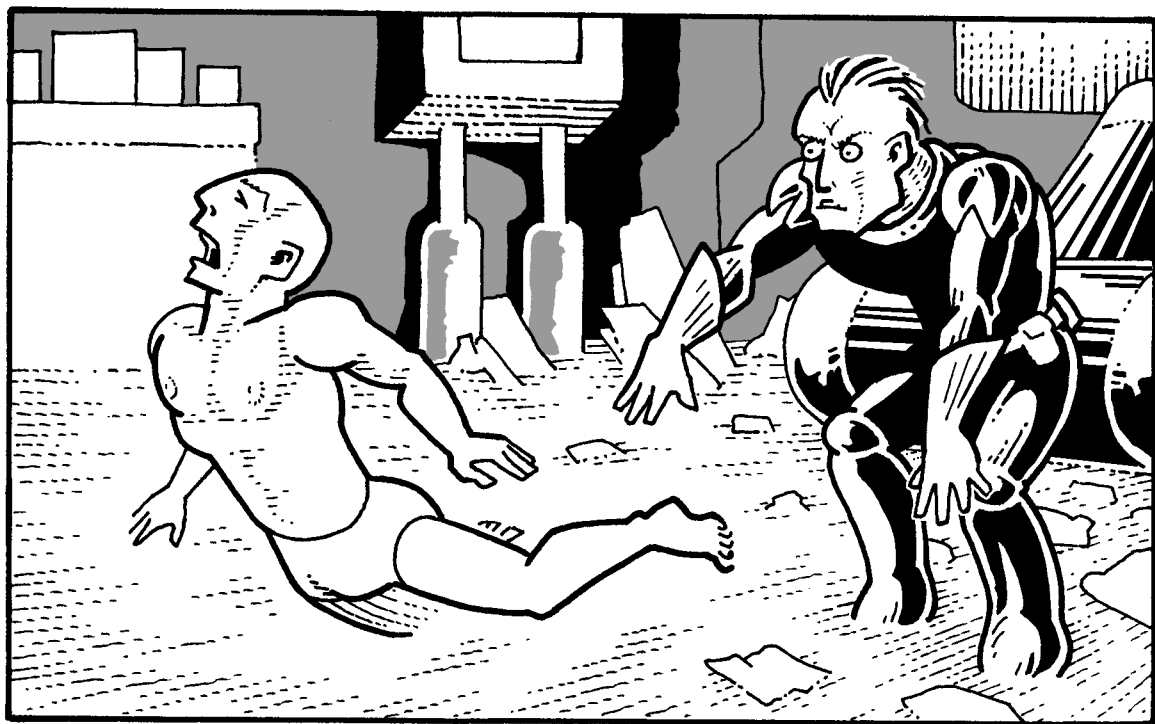
SOMETIMES A
LITTLE MORAL DECAY
IS NECESSARY...
EVEN HANDY.





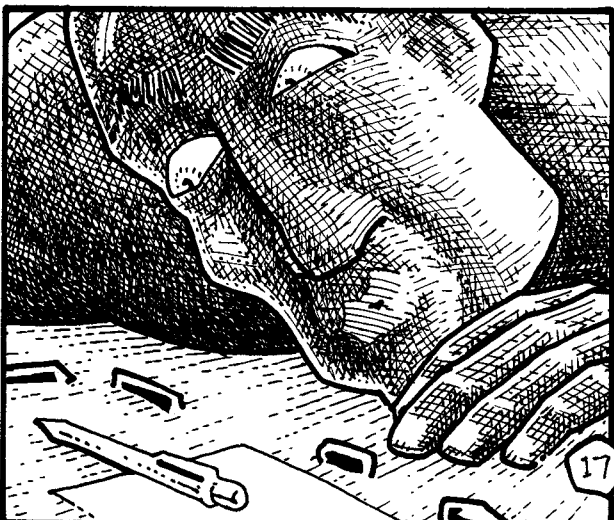
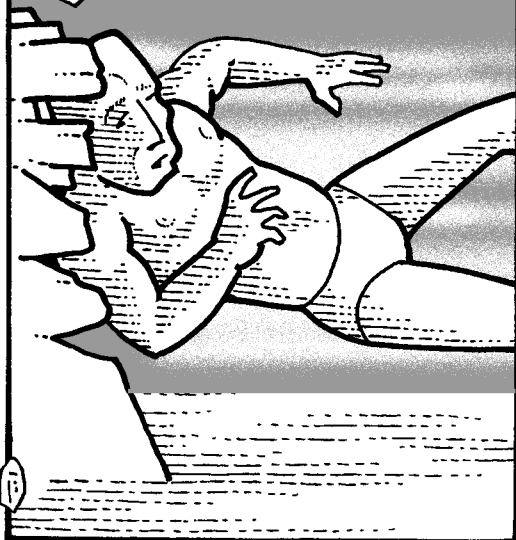
...BECAUSE THEY ARE
THE SAME PERSON.

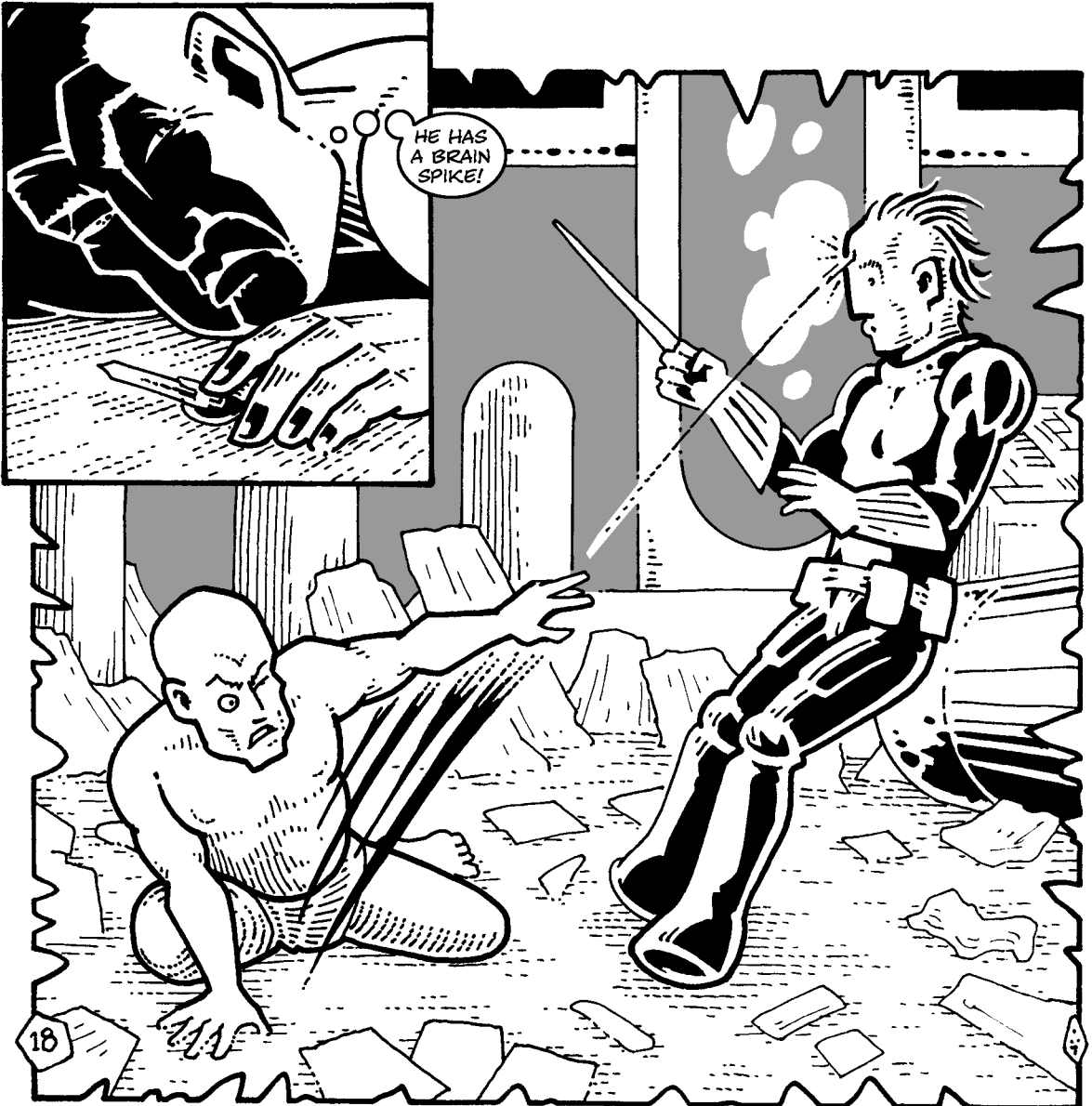


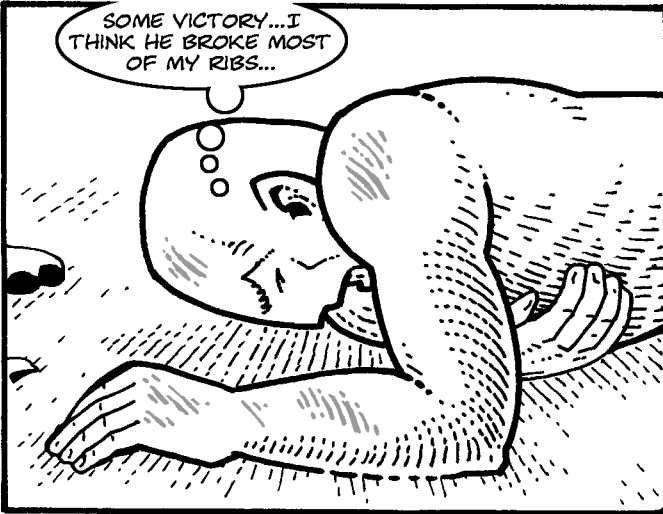
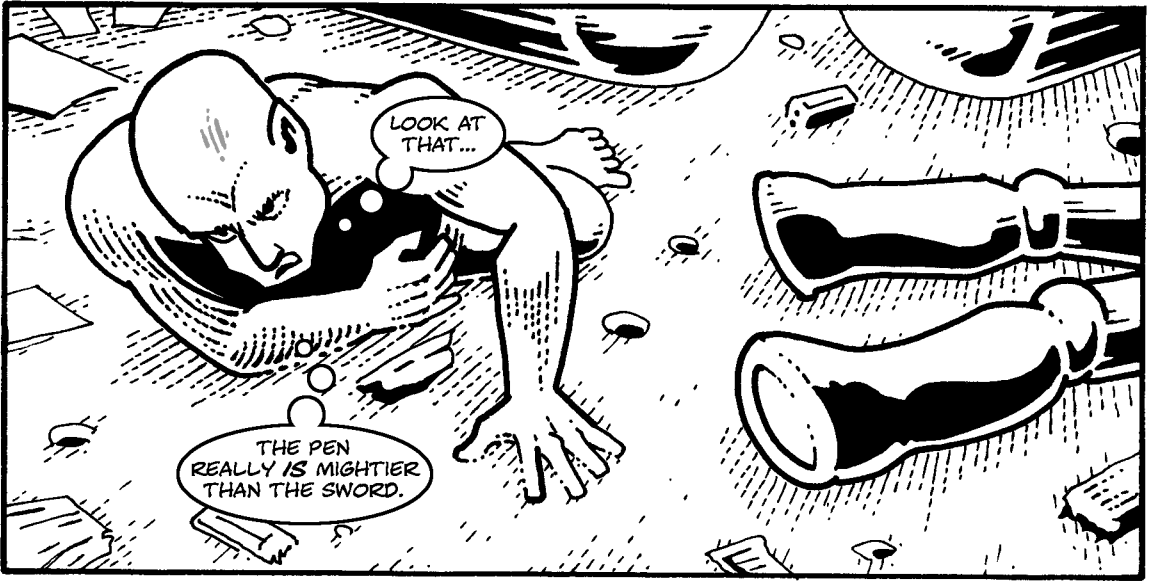


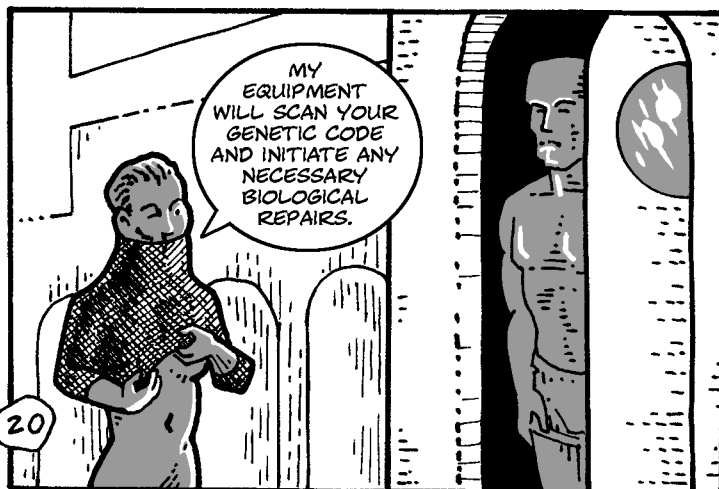
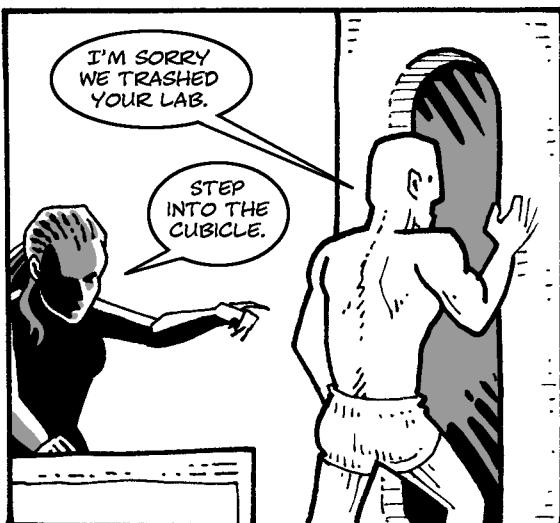
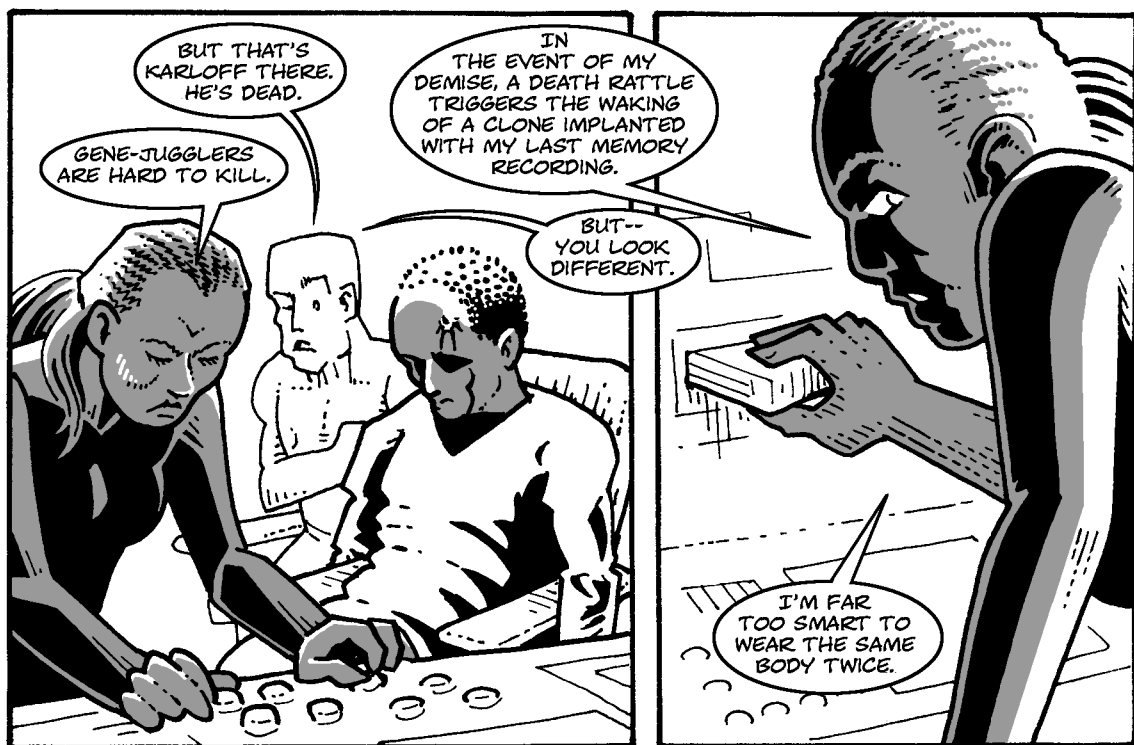
IT'S THE POWERSUIT THAT
GIVES HIS ADVERSARY THE
PHYSICAL ADVANTAGE.

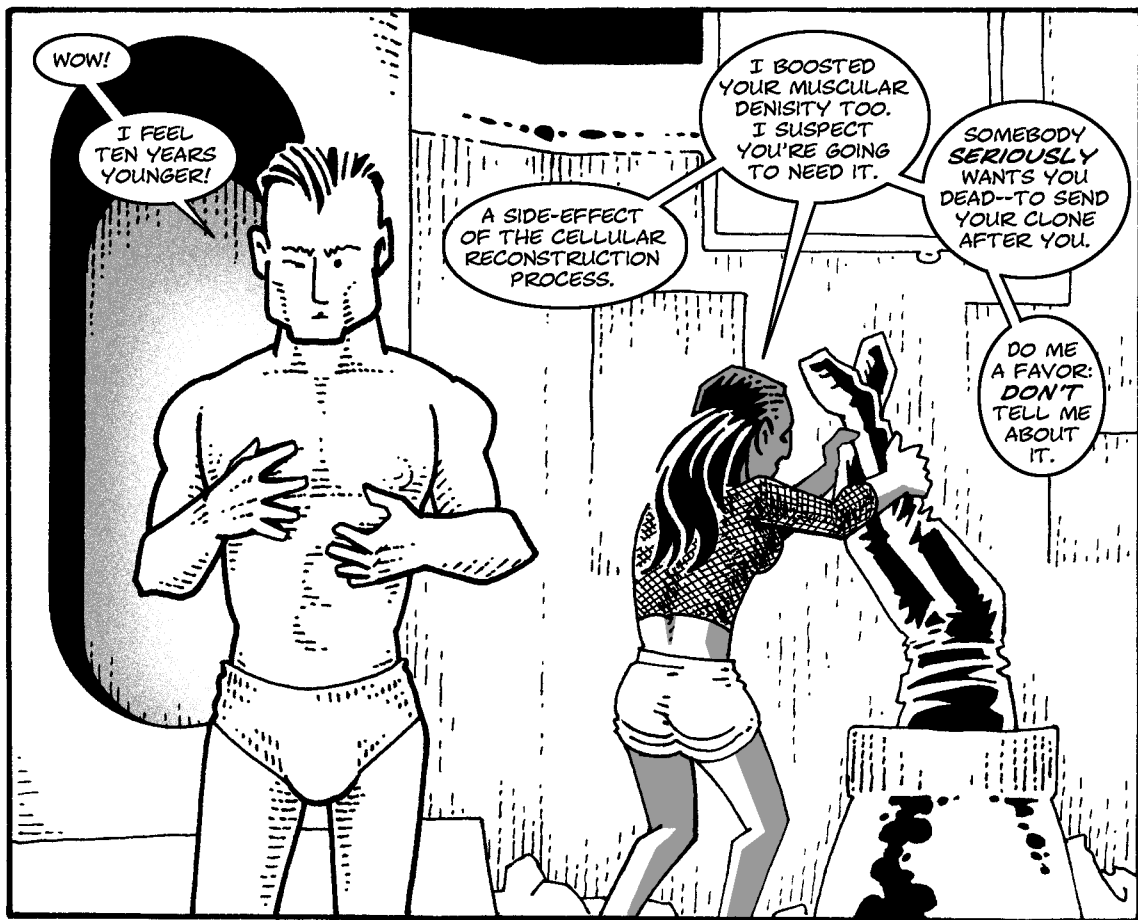
WHAMP

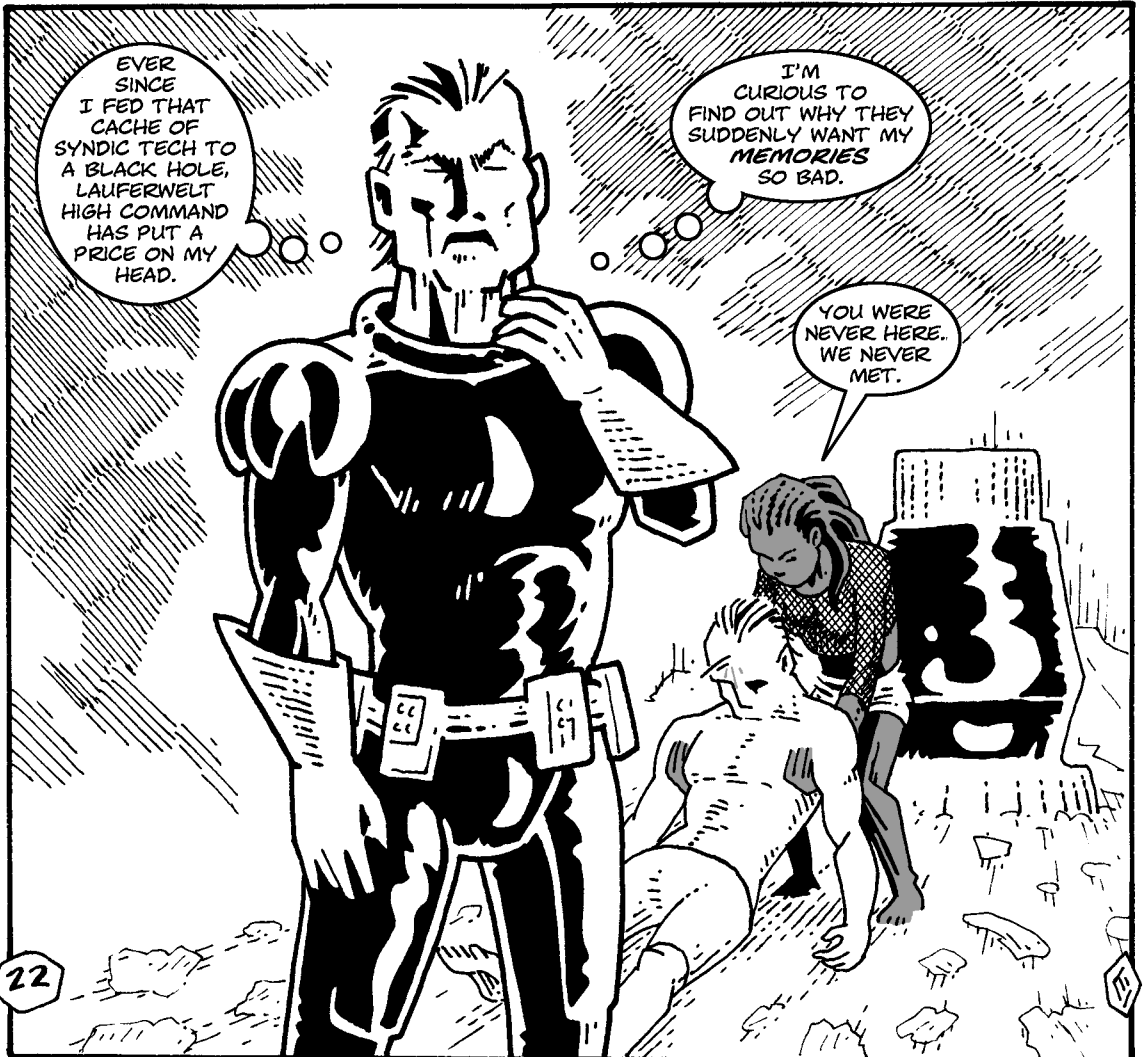
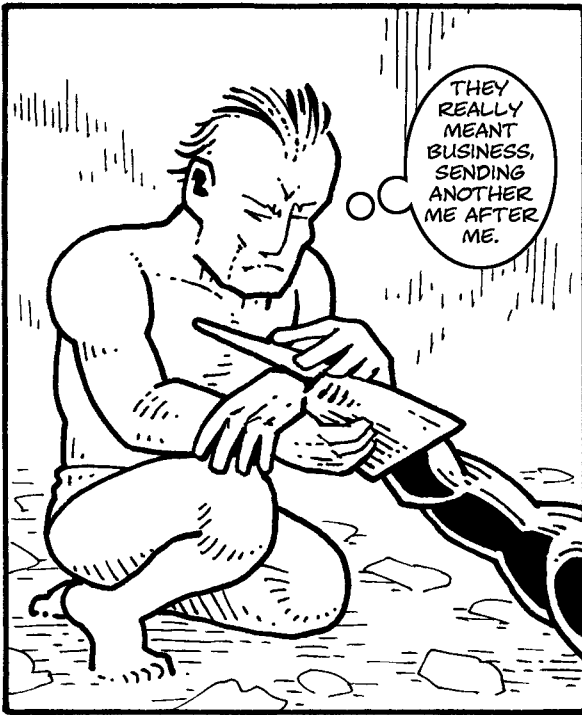


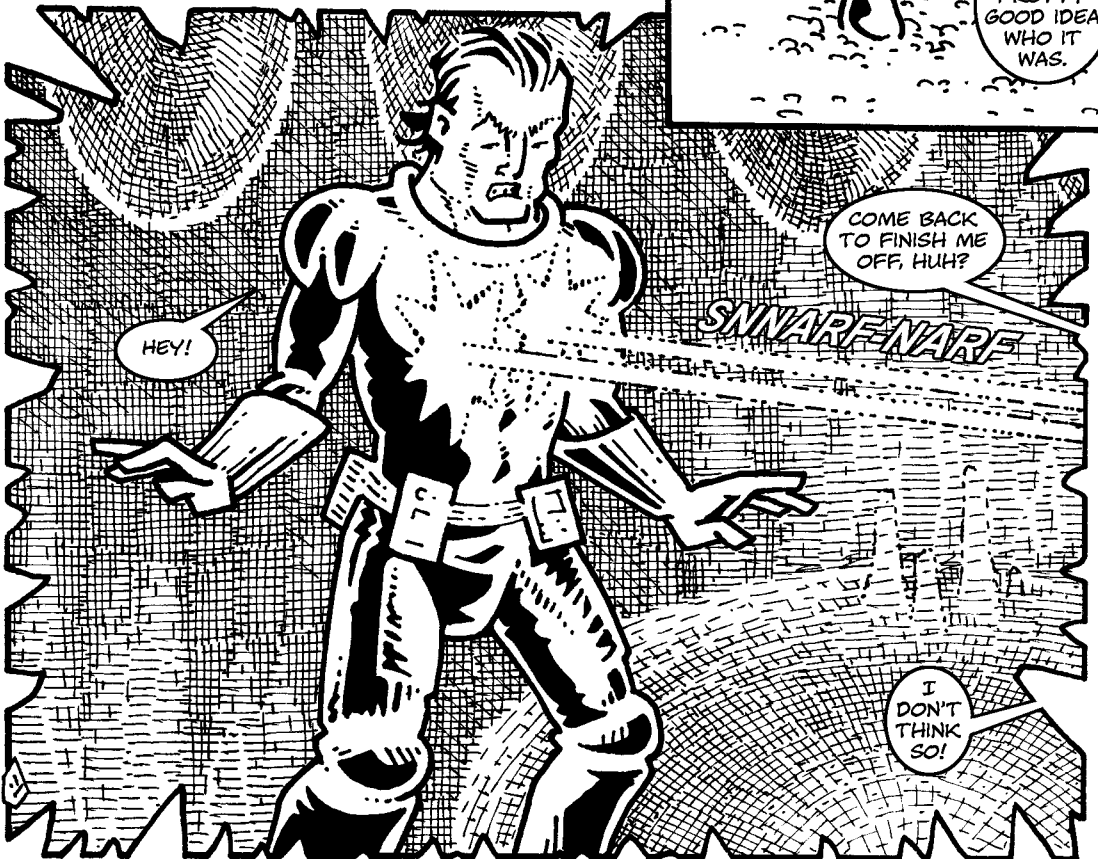
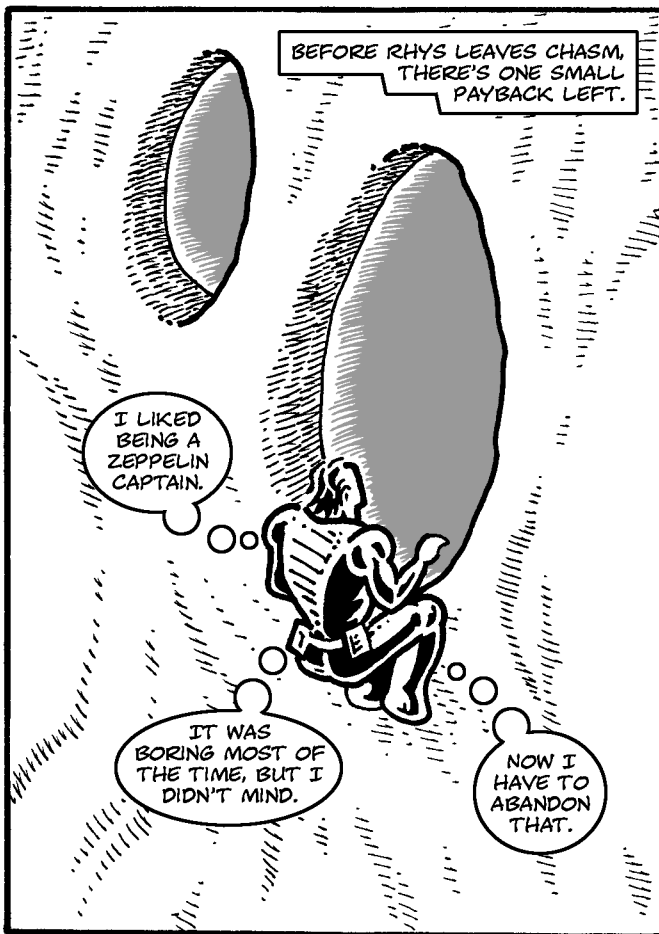




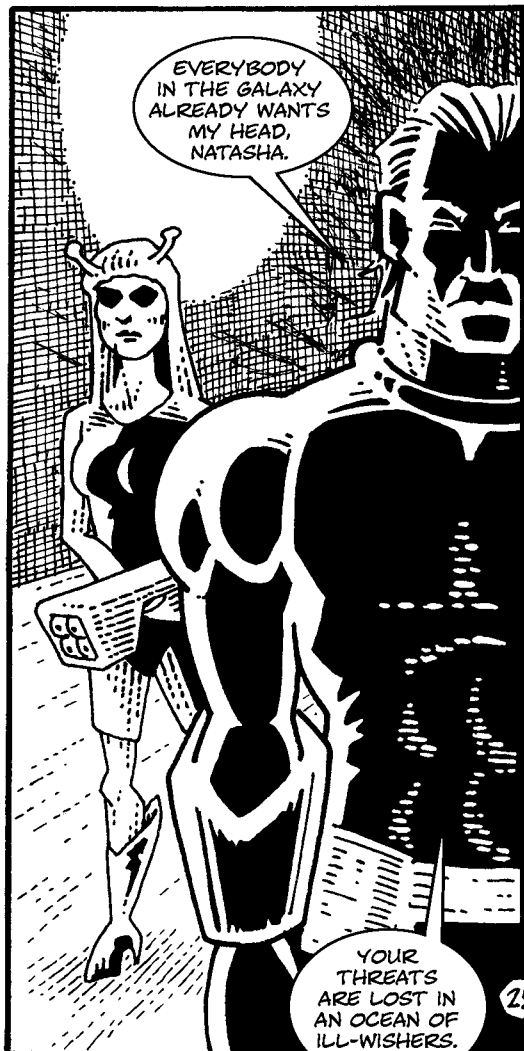


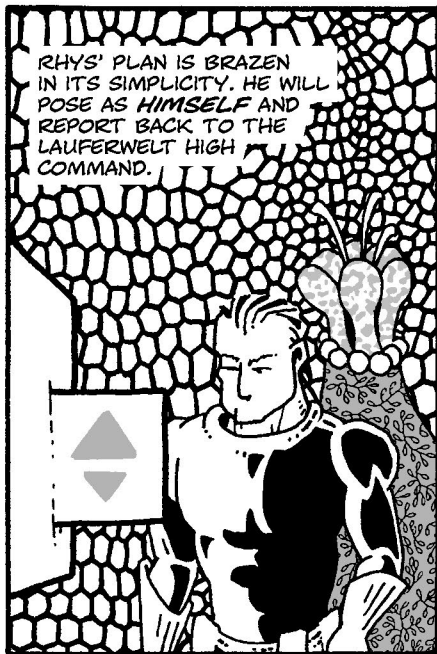








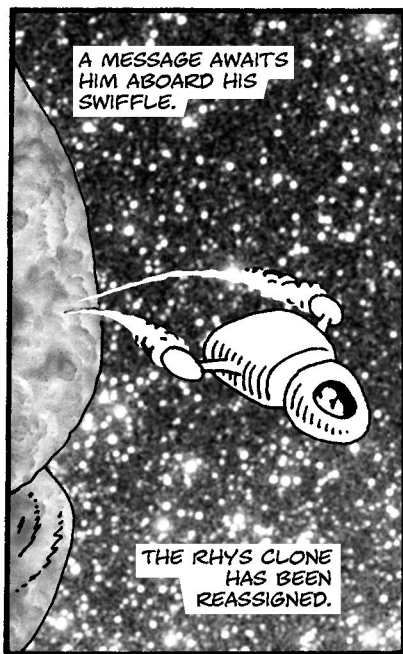




RHYS' PLAN IS BRAZEN IN ITS SIMPLICITY. HE WILL POSE AS *HIMSELF* AND REPORT BACK TO THE LAUFERWELT HIGH COMMAND.

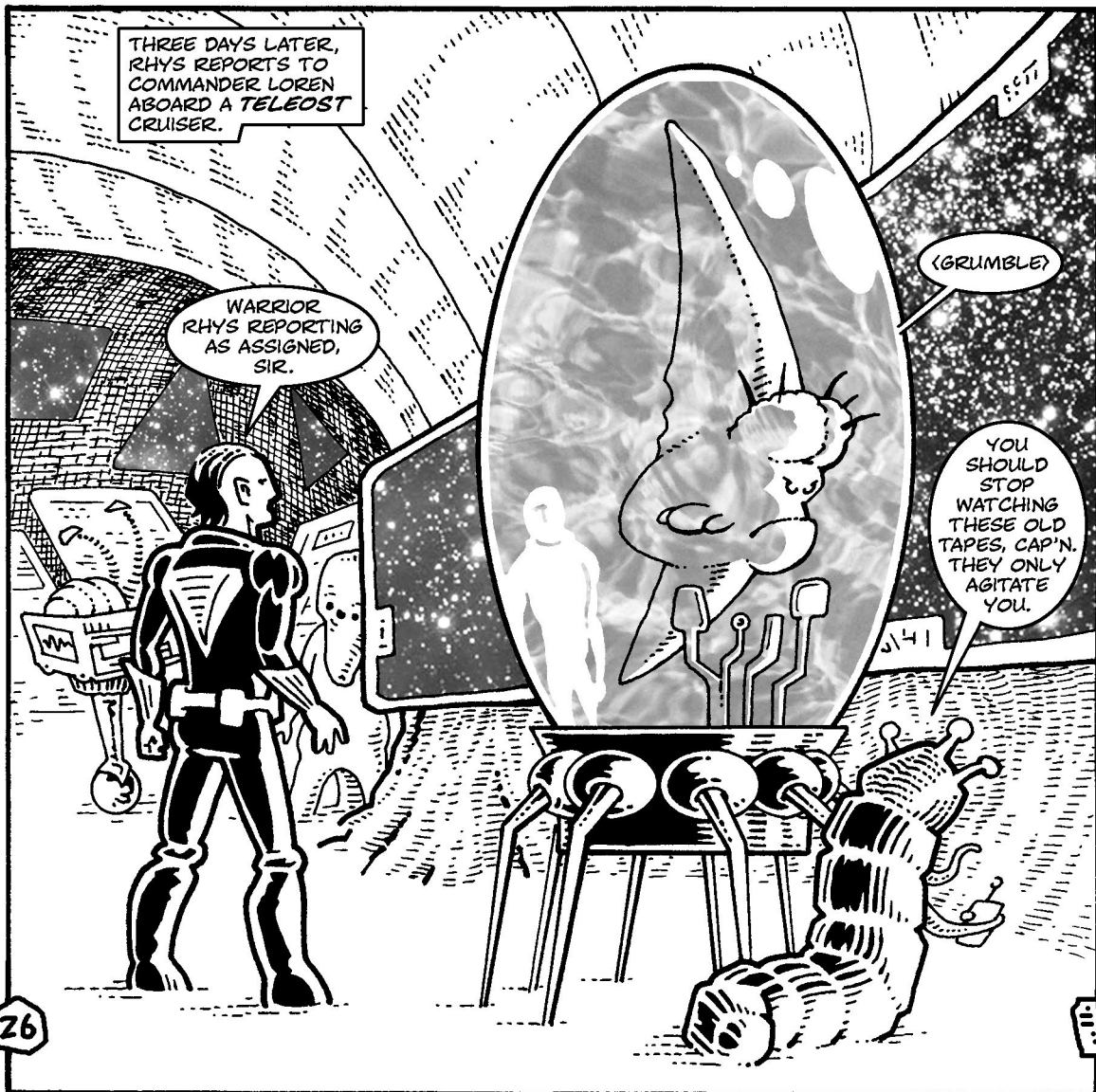


RETINAL SCAN IDENTIFIES HIM AS HIMSELF.



A MESSAGE AWAITS HIM ABOARD HIS SWIFFLE.

THE RHYS CLONE HAS BEEN REASSIGNED.

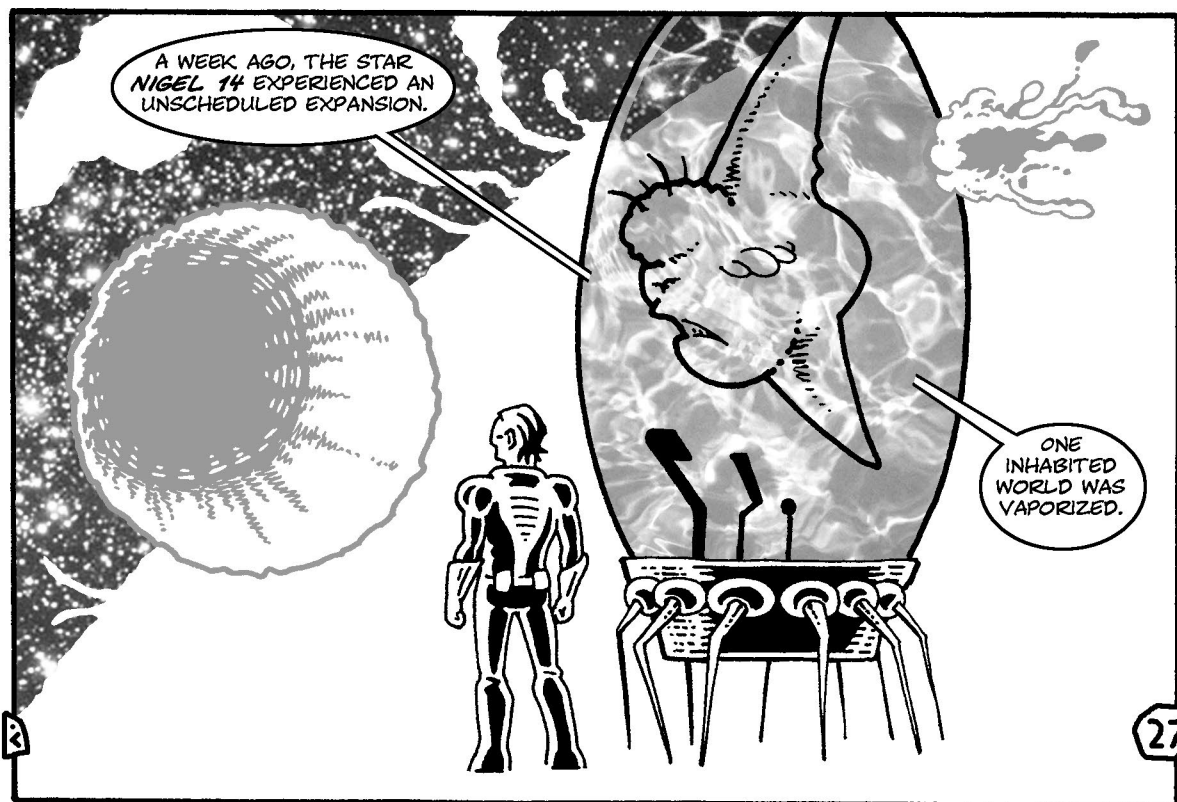
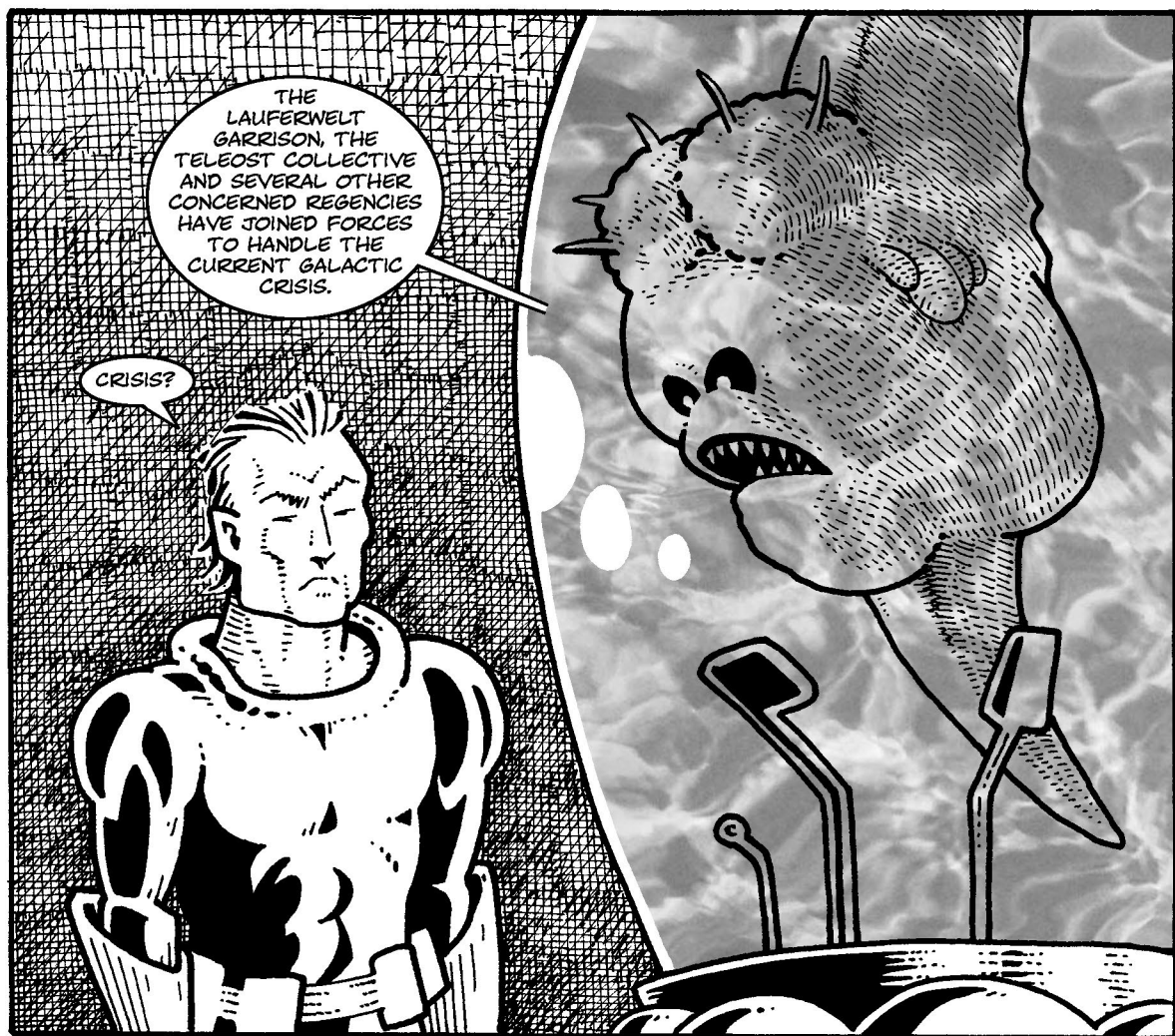


THREE DAYS LATER, RHYS REPORTS TO COMMANDER LOREN ABOARD A TELEOST CRUISER.

WARRIOR RHYS REPORTING AS ASSIGNED, SIR.

(GRUMBLE)

YOU SHOULD STOP WATCHING THESE OLD TAPES, CAP'N. THEY ONLY AGITATE YOU.

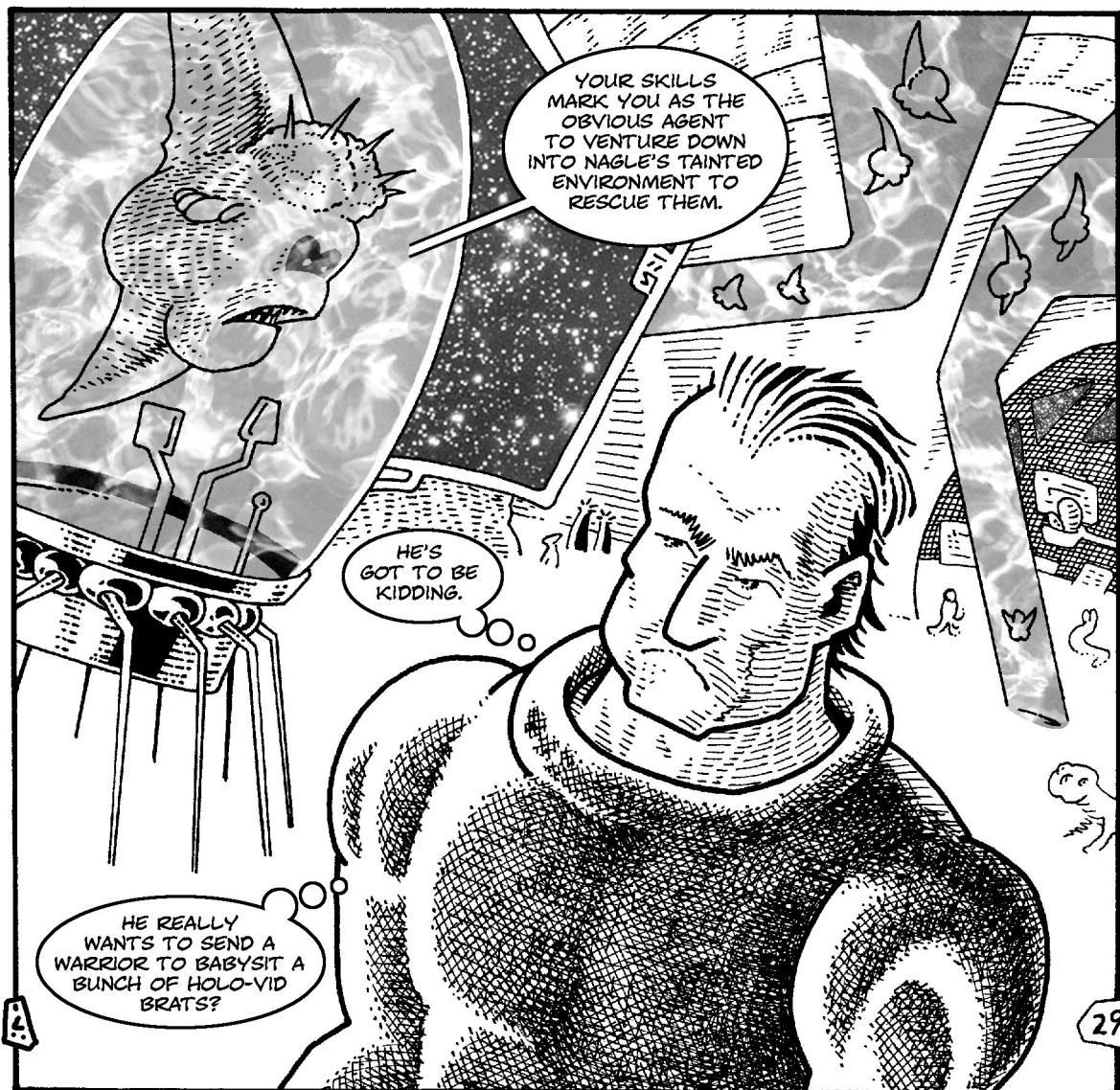






WE WERE TOLD
THE CONTAMINATED PLANET'S
POPULACE HAD BEEN EVACUATED
BEFORE OUR ARRIVAL.

BUT
WE HAVE
RECEIVED A
DISTRESS CALL
FROM AN INDIE
FILM CREW
STRANDED
DOWN
THERE.



YOUR SKILLS
MARK YOU AS THE
OBVIOUS AGENT
TO VENTURE DOWN
INTO NAGLE'S TAINTED
ENVIRONMENT TO
RESCUE THEM.

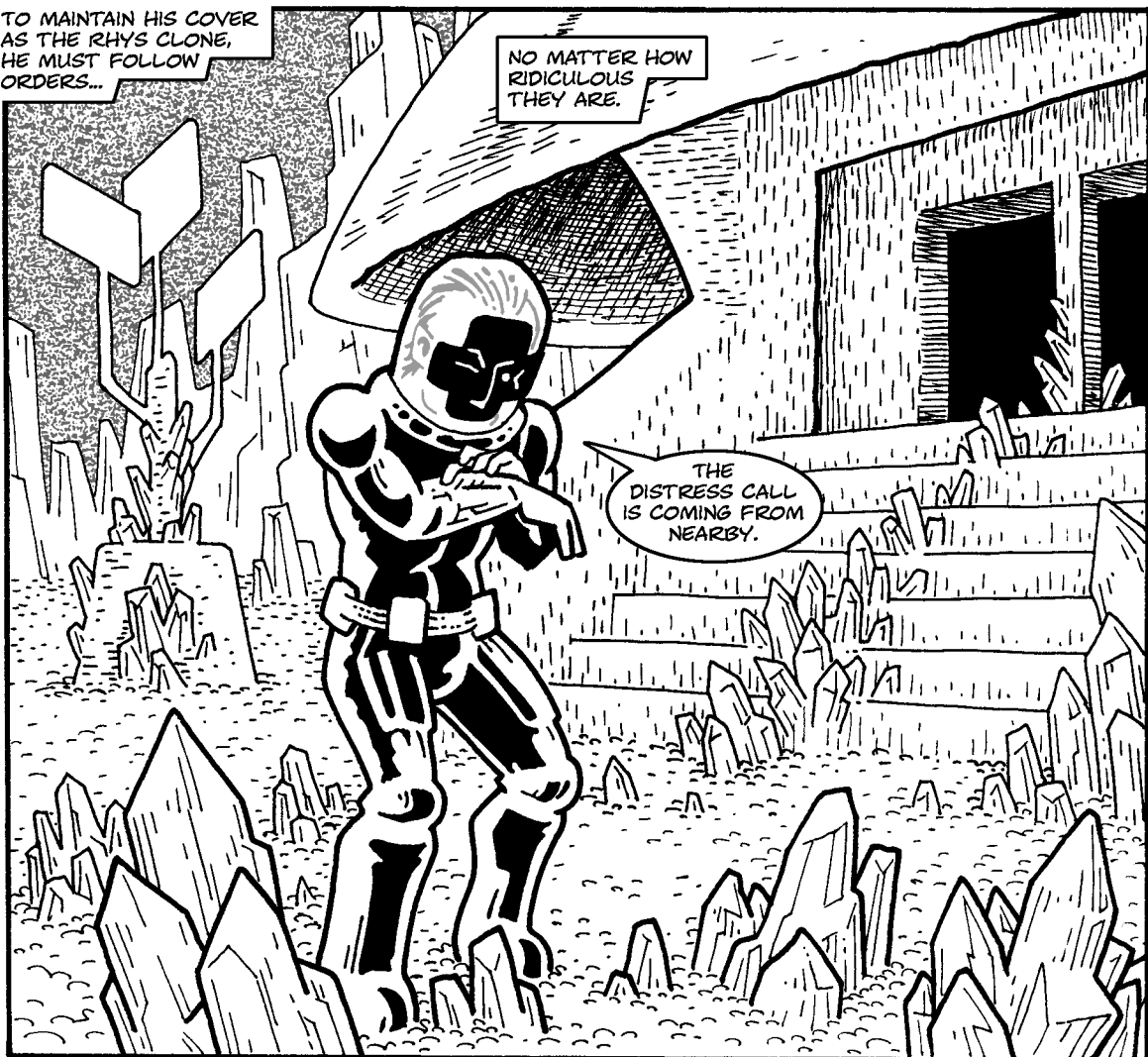
HE'S
GOT TO BE
KIDDING.

HE REALLY
WANTS TO SEND A
WARRIOR TO BABYSIT A
BUNCH OF HOLO-VID
BRATS?

TO MAINTAIN HIS COVER
AS THE RHYD CLONE,
HE MUST FOLLOW
ORDERS...

NO MATTER HOW
RIDICULOUS
THEY ARE.

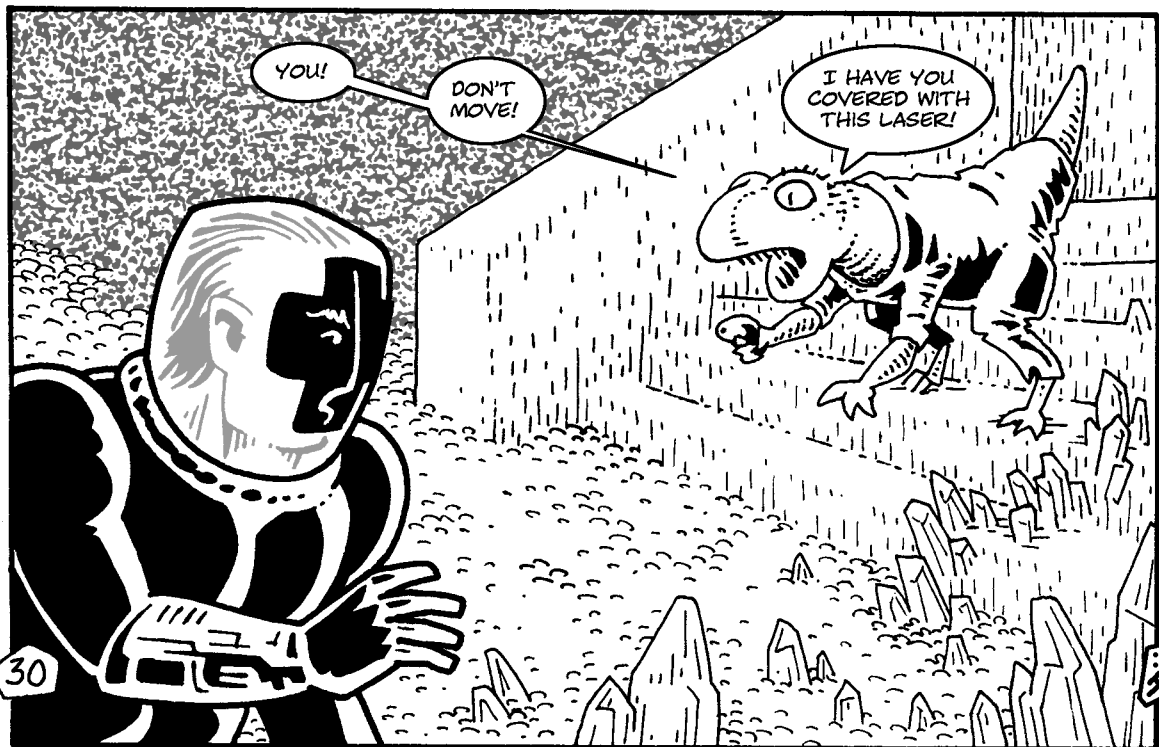
THE
DISTRESS CALL
IS COMING FROM
NEARBY.

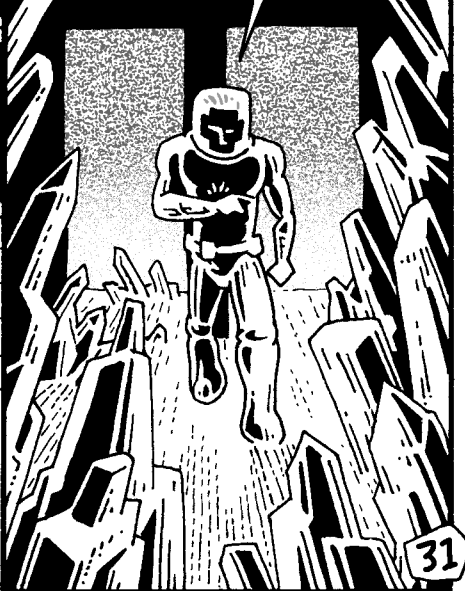
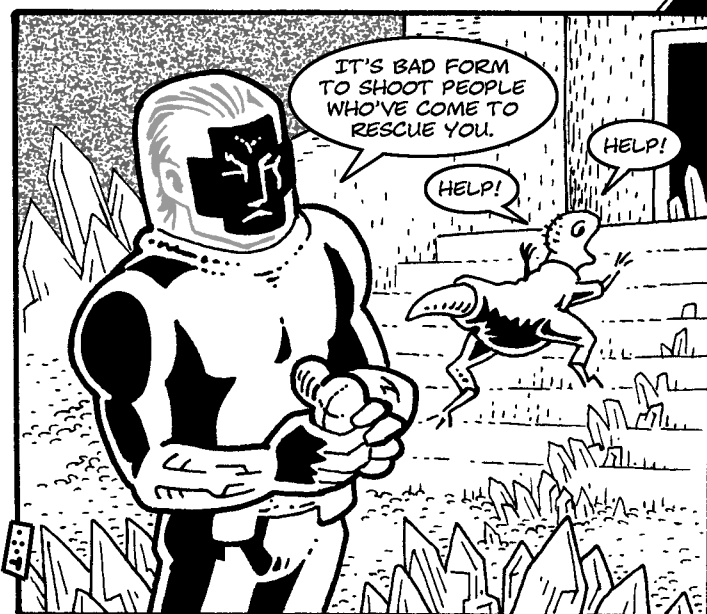
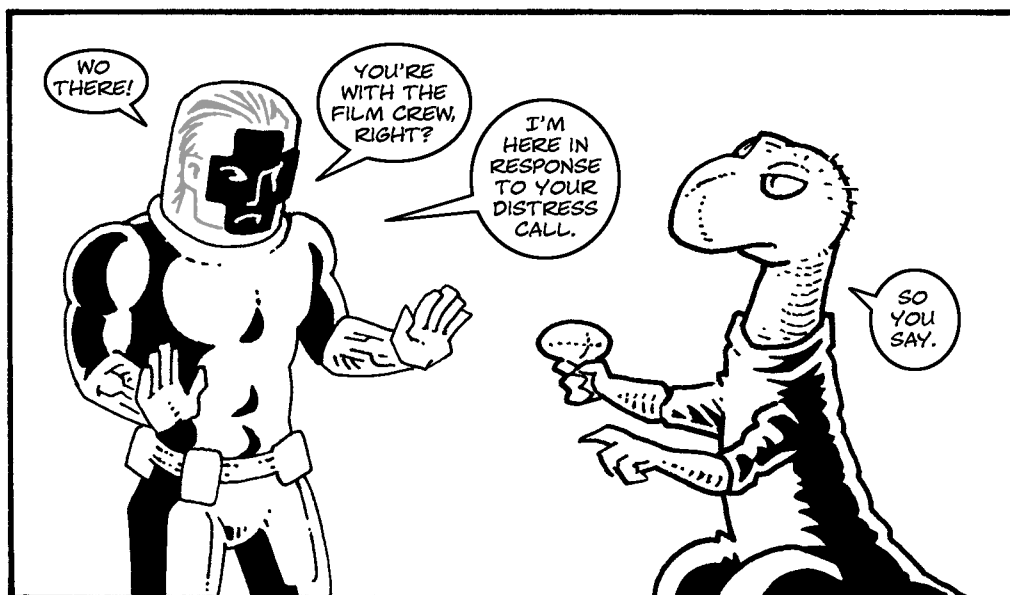


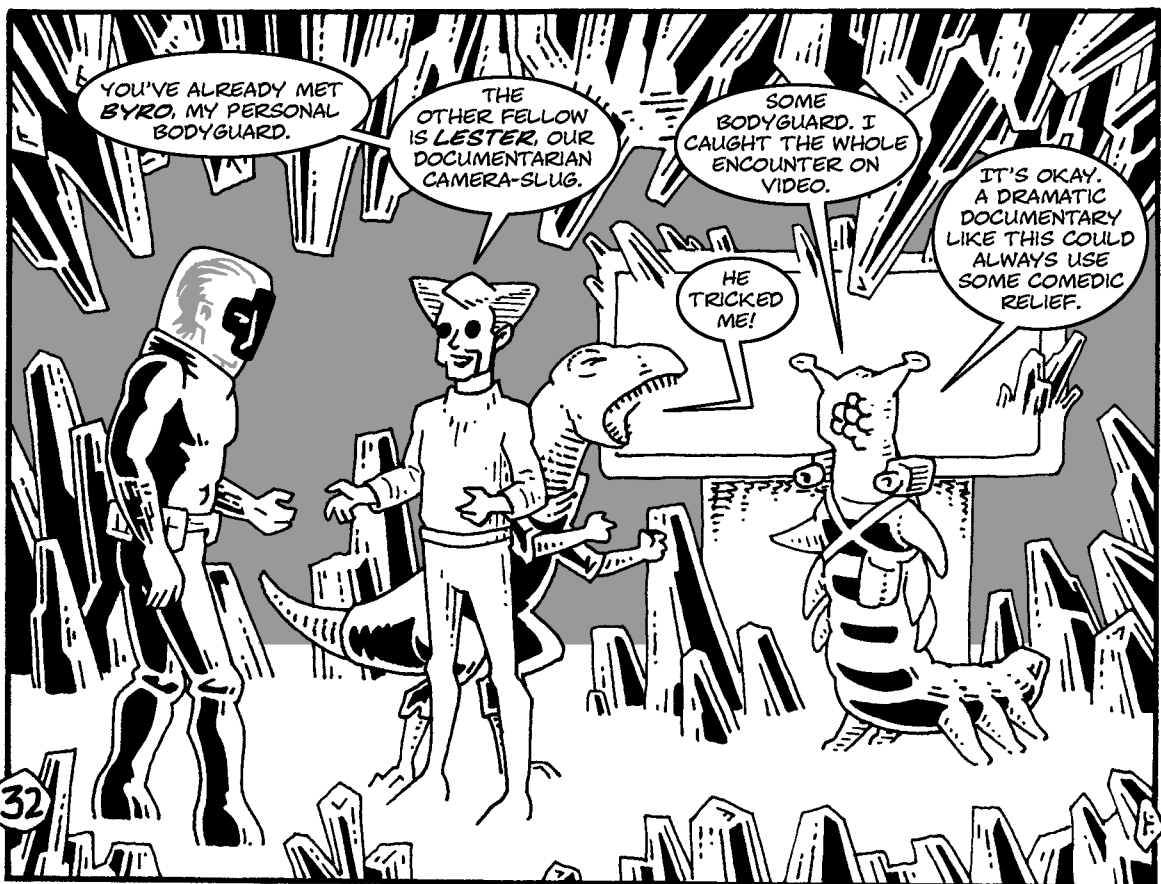
YOU!

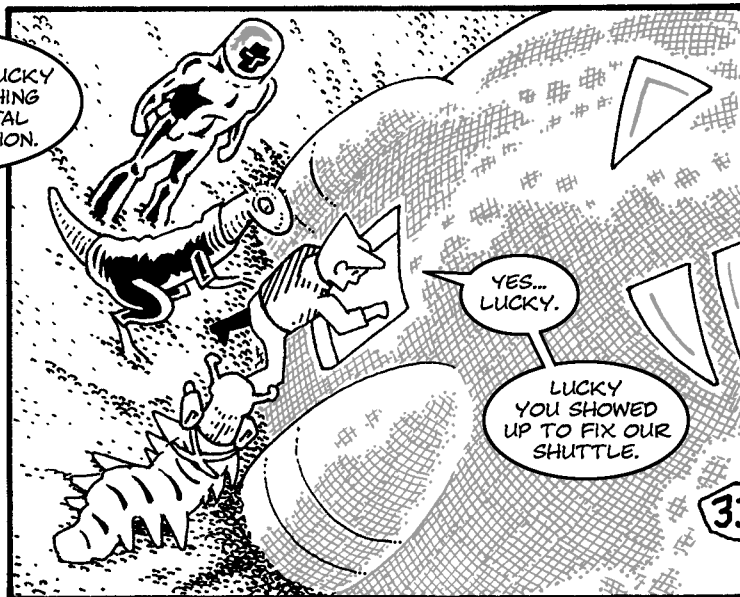
DON'T
MOVE!

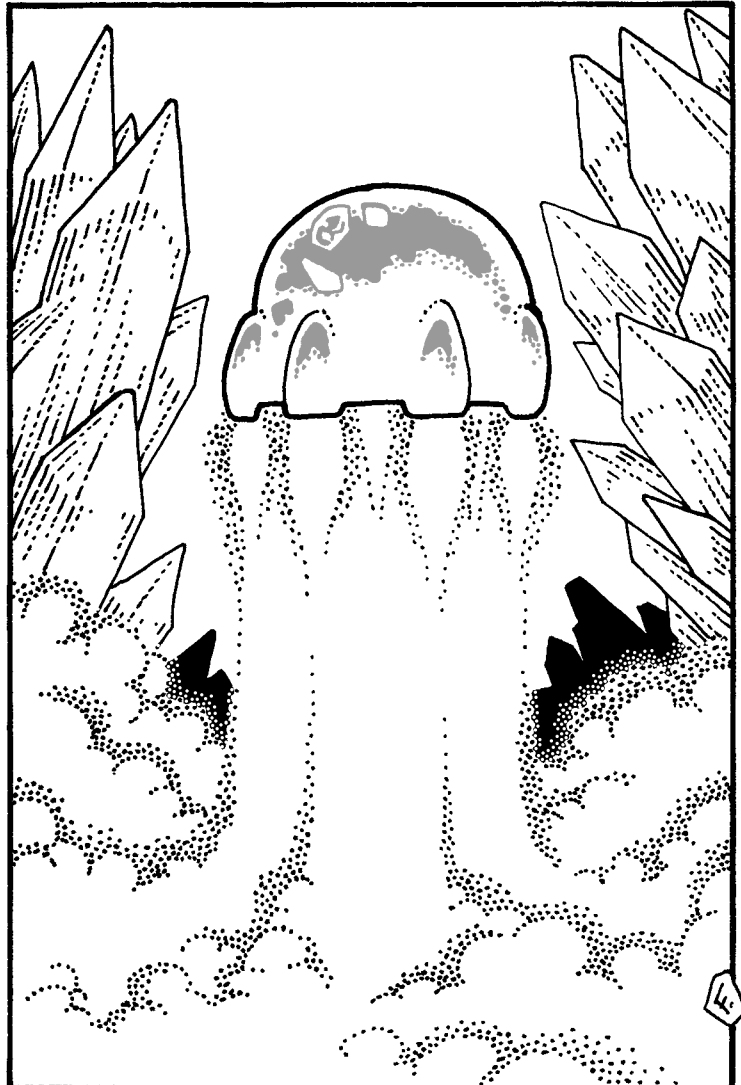
I HAVE YOU
COVERED WITH
THIS LASER!











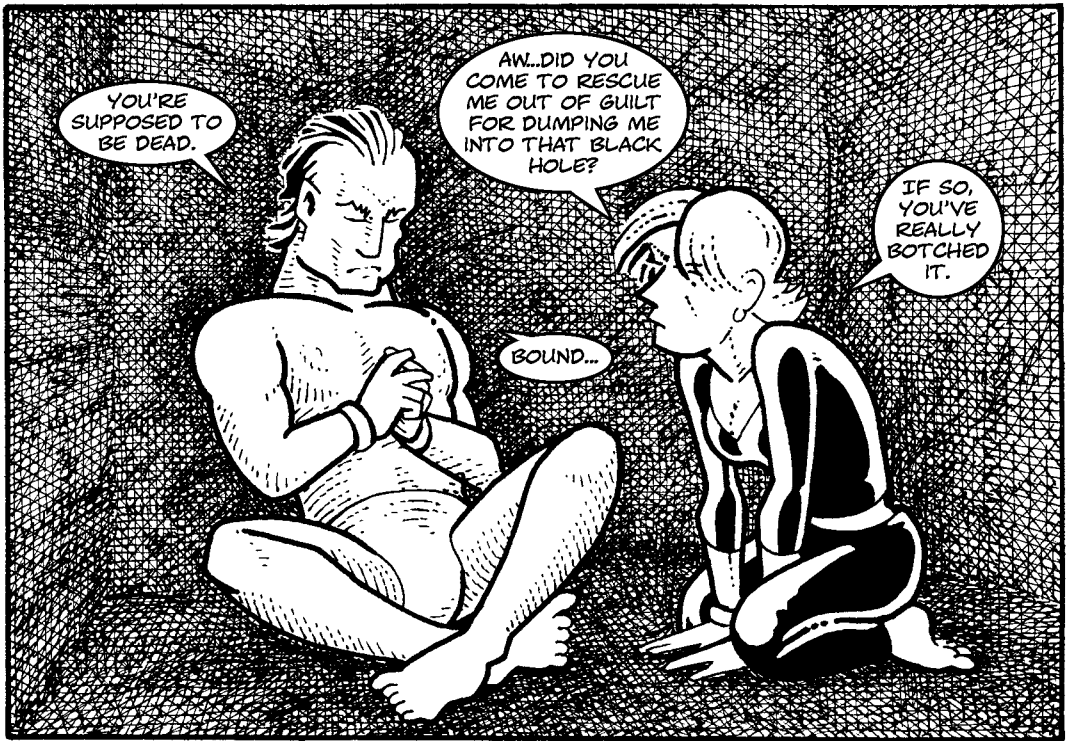
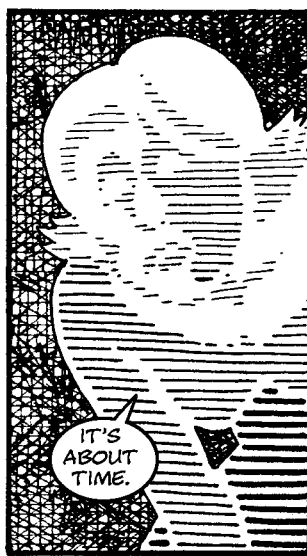


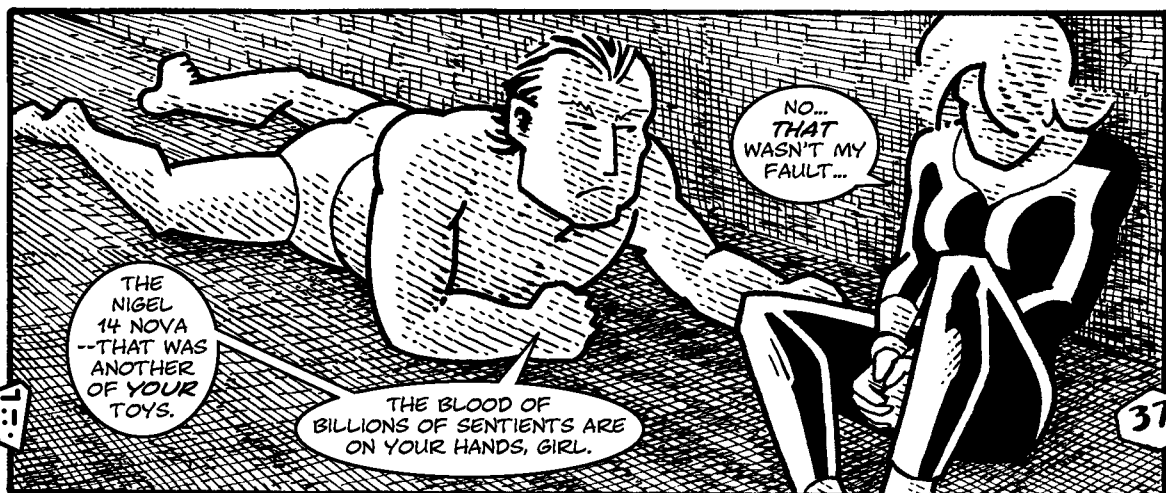
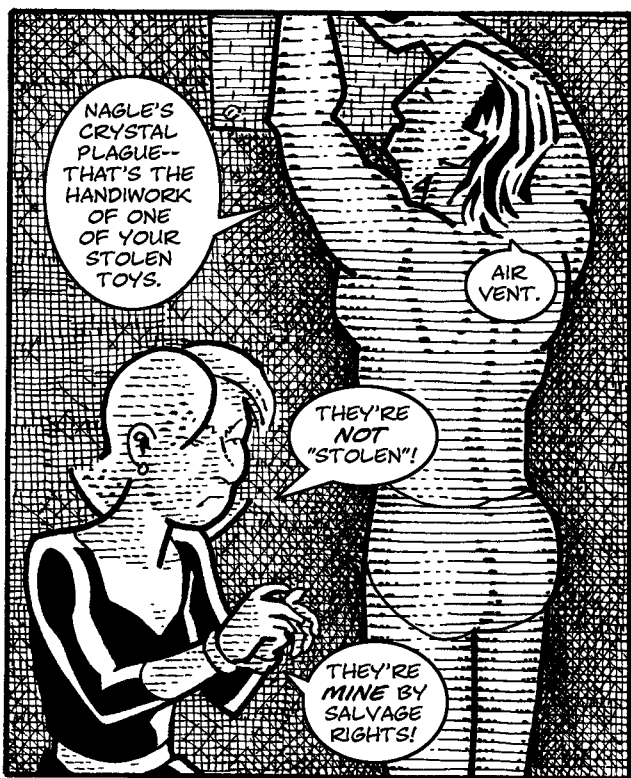
RHYS BECOMES SUSPICIOUS...

...TOO LATE.

AS RHYS LOSES CONSCIOUSNESS, HE CURSES HIMSELF FOR LETTING GANTRY CHARM HIM.

AND HE WAKES UP TO MORE UNPLEASANTRIES...







GANTRY STOLE MY SYNDIC CACHE.
HE FORCED ME TO SHOW HIM HOW TO
OPERATE THE DEVICES...THEN HE LOCKED
ME IN THAT JANITORIAL CLOSET.

HOW
DID YOU
GET INVOLVED
WITH GANTRY?
WHO IS HE,
ANYWAY?

YOU'RE
KIDDING,
RIGHT? HOW
CAN YOU NOT
KNOW WHO
HE IS?

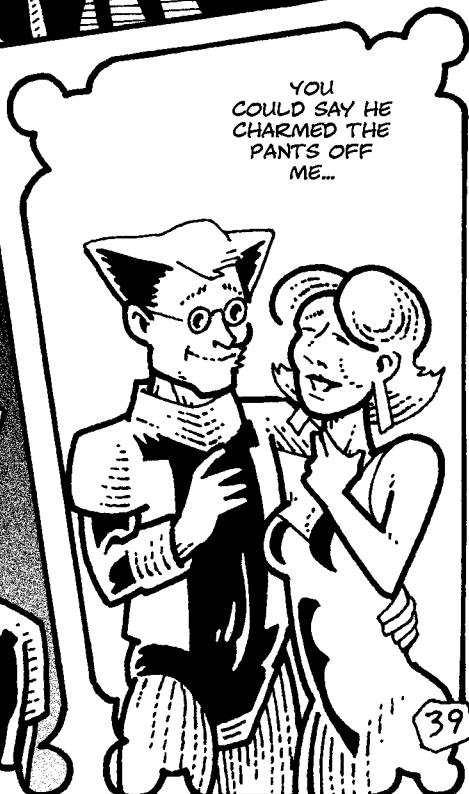
HE'S
A FAMOUS
ACTOR.

HE'S BEST
KNOWN FOR HIS
"GOTCHA" SERIES OF
ACTION FILMS.

HE'S AN
INTERSTELLAR
HEART-THROB.

EVERYBODY
LOVES HIM.







HE WAS REALLY--

GIRL, I HAVE ABSOLUTELY NO INTEREST IN YOUR CARNAL EXPLOITS.

YOU WERE ALWAYS MEAN TO ME.

YOU'RE AN OPPORTUNIST WITH A DISHONEST STREAK.

CIRCUMSTANCE FORCED US INTO A RELUCTANT PARTNERSHIP ON A QUEST FOR A TREASURE THAT TURNED OUT TO BE TOO DANGEROUS TO KEEP.

THE DEVICES WEREN'T DANGEROUS IN MY HANDS. GENTRY WAS THE ONE WHO MISUSED THEM.

HIM AND HIS SADISTIC BODYGUARD.

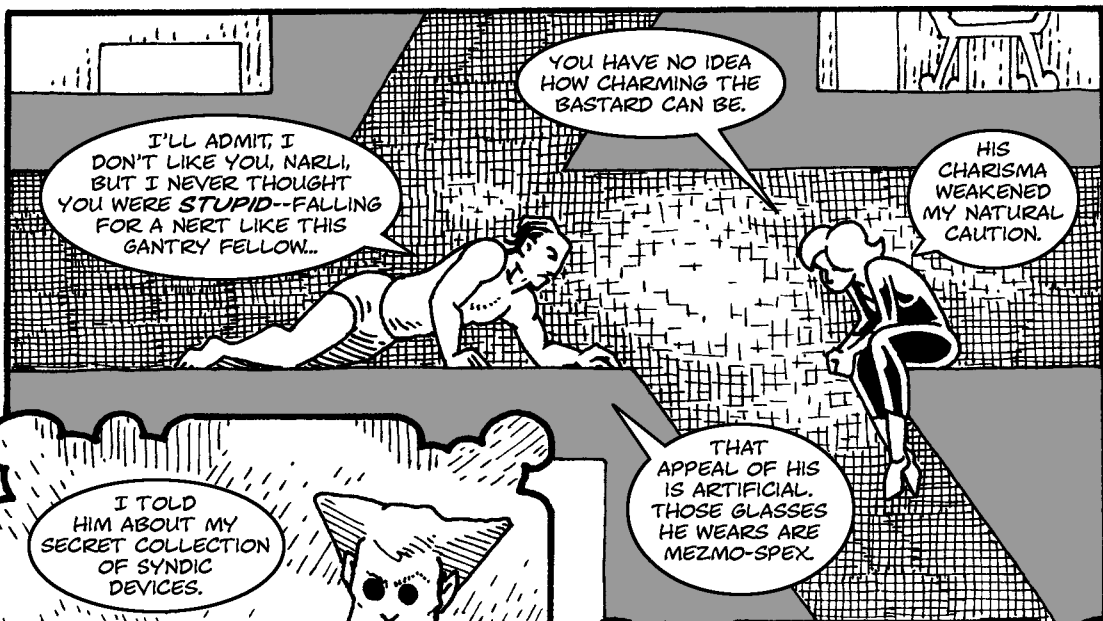
SHOW ME WHERE THEY ARE.

SO--HE MUST HAVE THE DEVICES STASHED ONBOARD THIS SHIP, RIGHT?

AS IF I CARE.

OKAY OKAY!

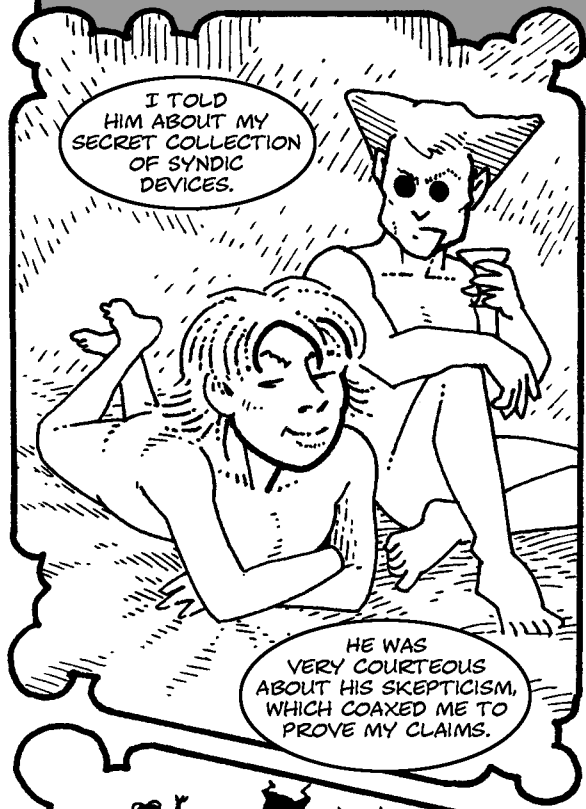
YOU'RE HURTING ME!



I'LL ADMIT, I DON'T LIKE YOU, NARLI, BUT I NEVER THOUGHT YOU WERE **STUPID**--FALLING FOR A NERT LIKE THIS GENTRY FELLOW...

YOU HAVE NO IDEA HOW CHARMING THE BASTARD CAN BE.

HIS CHARISMA WEAKENED MY NATURAL CAUTION.



I TOLD HIM ABOUT MY SECRET COLLECTION OF SYNDIC DEVICES.

HE WAS VERY COURTEOUS ABOUT HIS SKEPTICISM, WHICH COAXED ME TO PROVE MY CLAIMS.



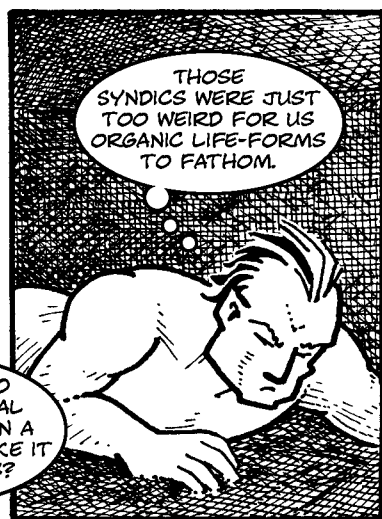
THAT APPEAL OF HIS IS ARTIFICIAL. THOSE GLASSES HE WEARS ARE MEZMO-SPEX.

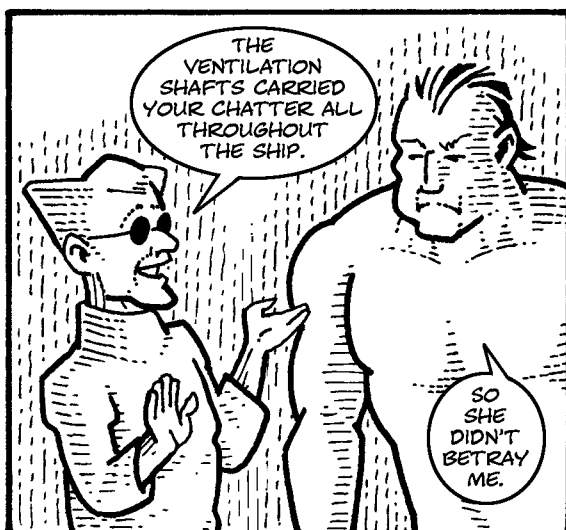
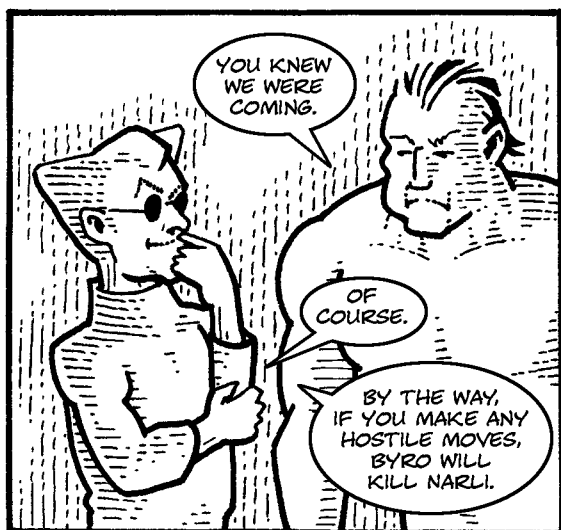
SO I SHOWED HIM ONE OF THE DEVICES.

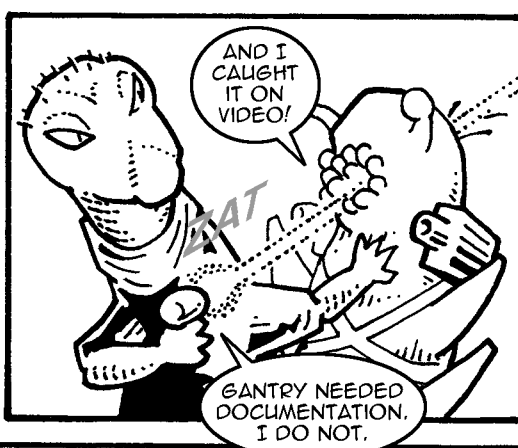


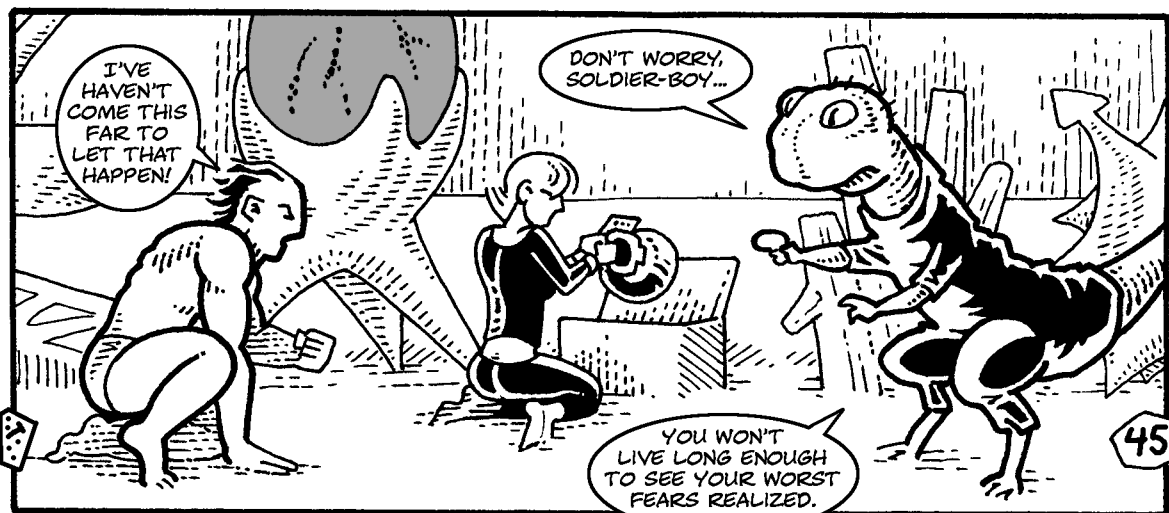
I SHOWED HIM WHAT IT COULD DO.

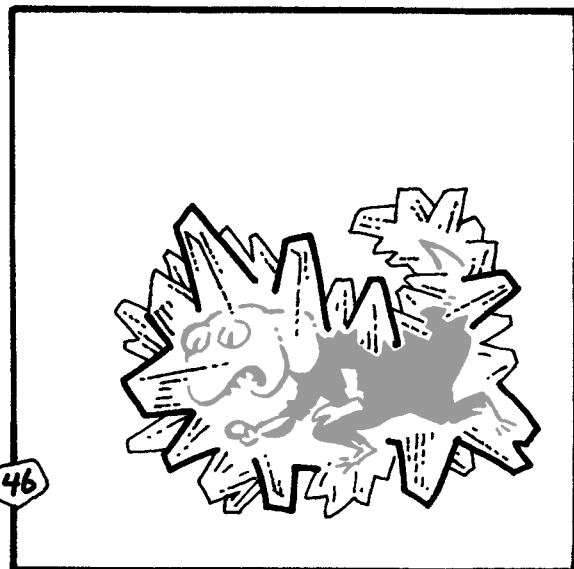
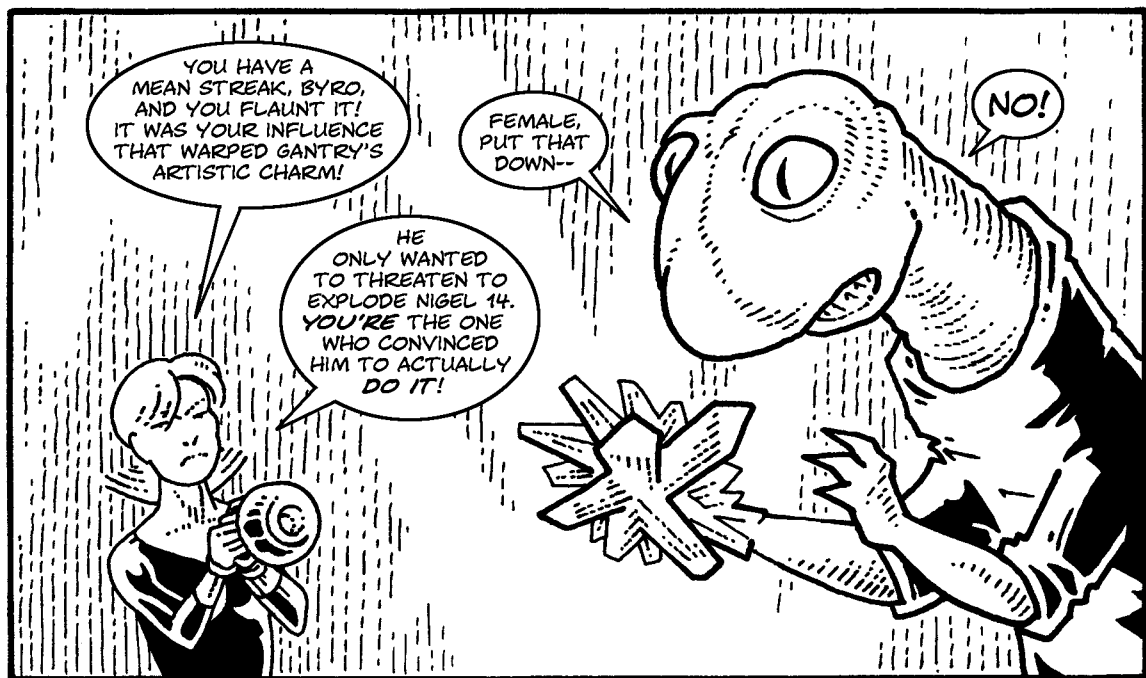
IT MADE IT RAIN FROGS.

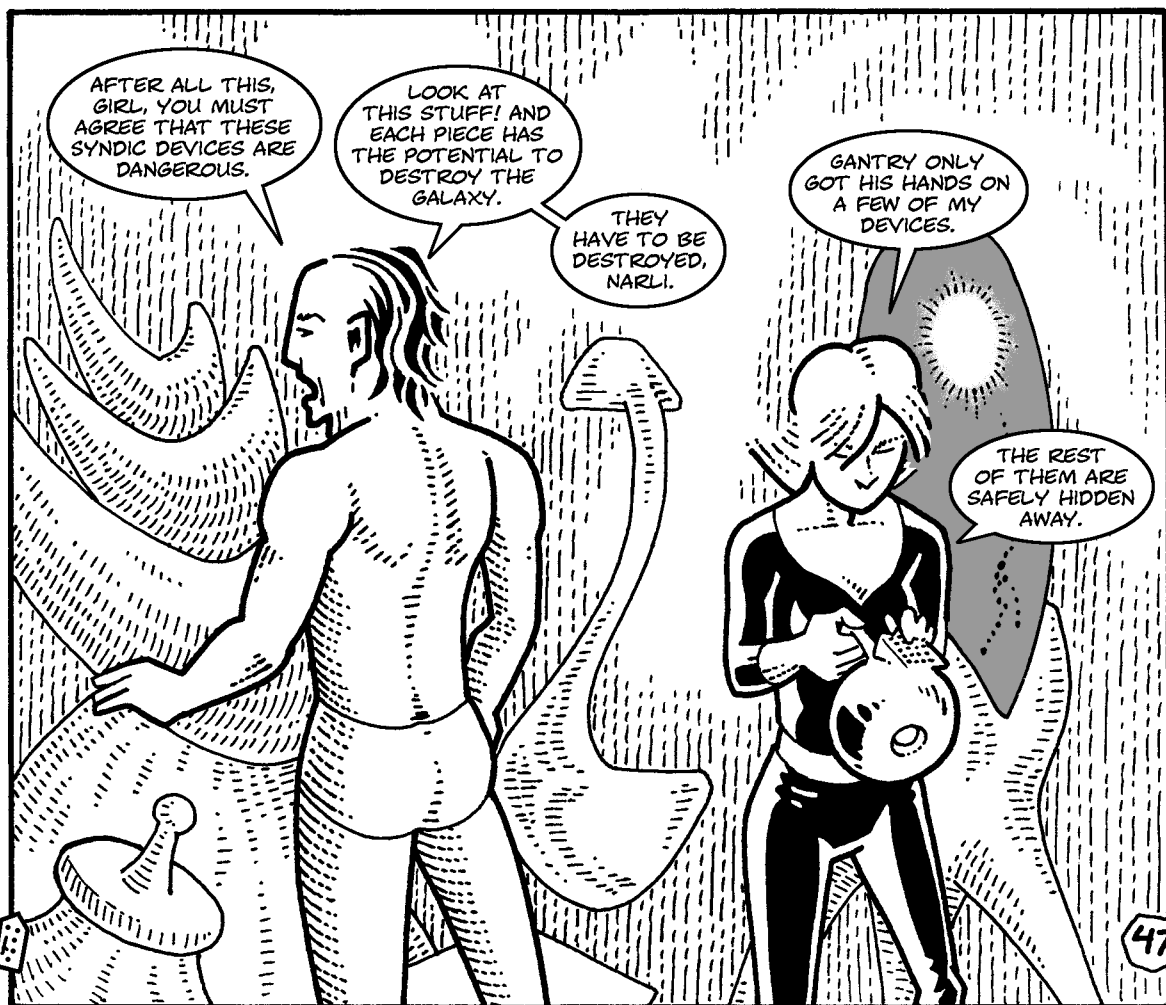






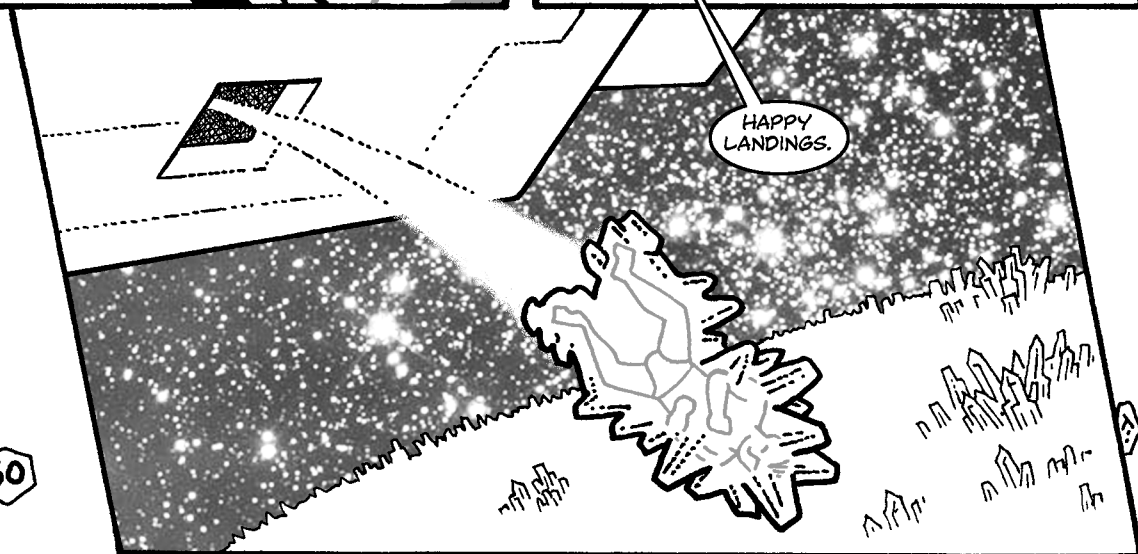
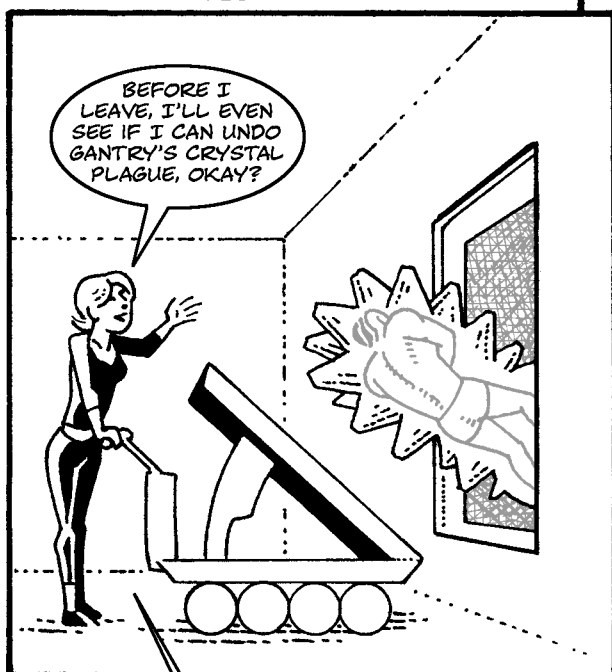
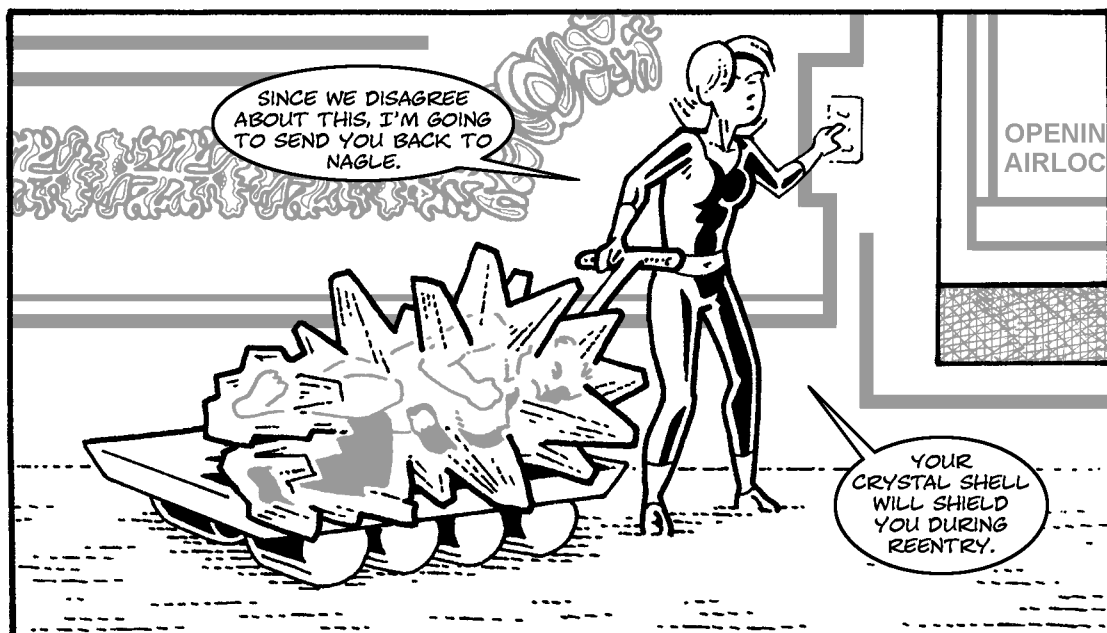


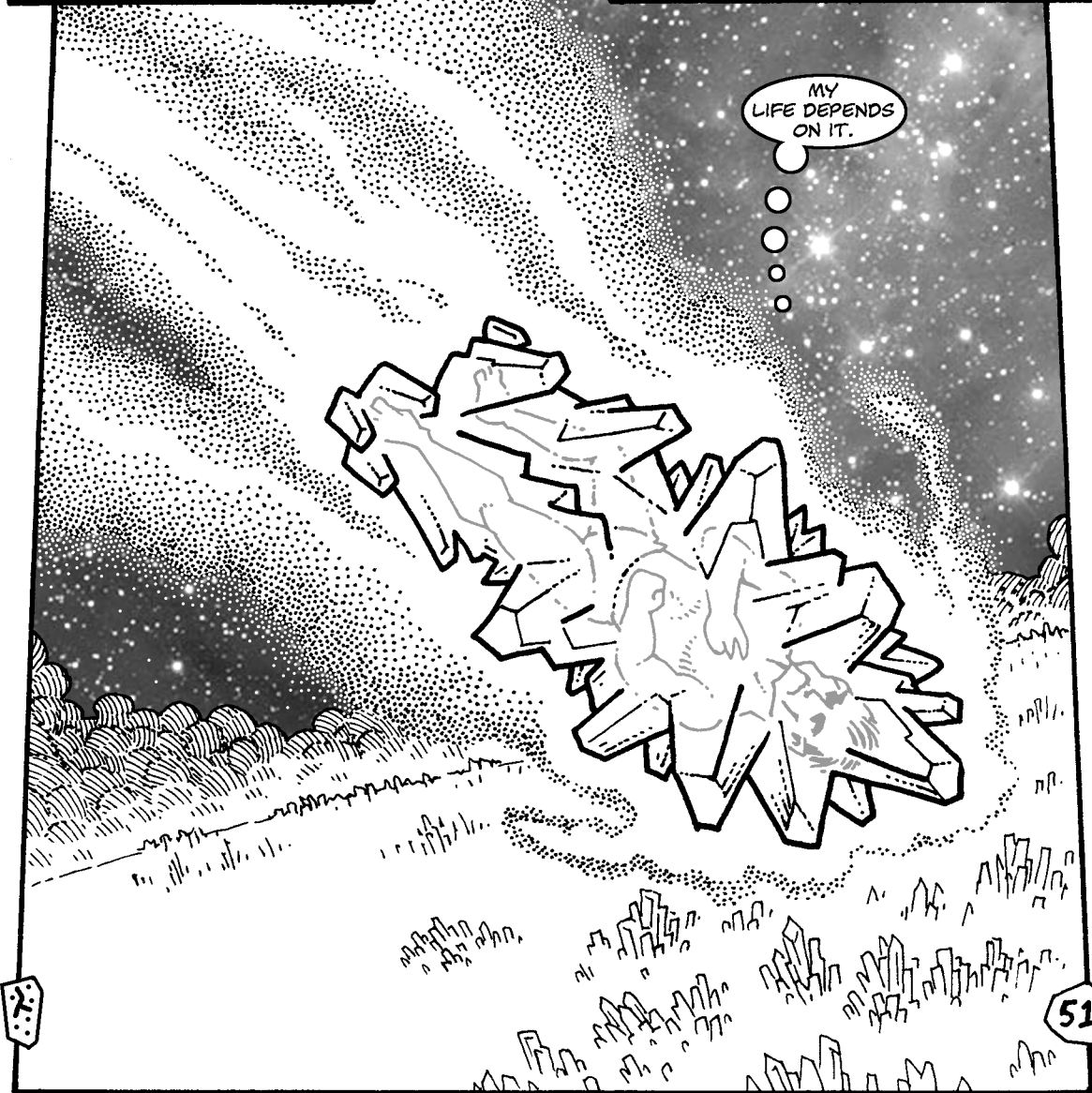
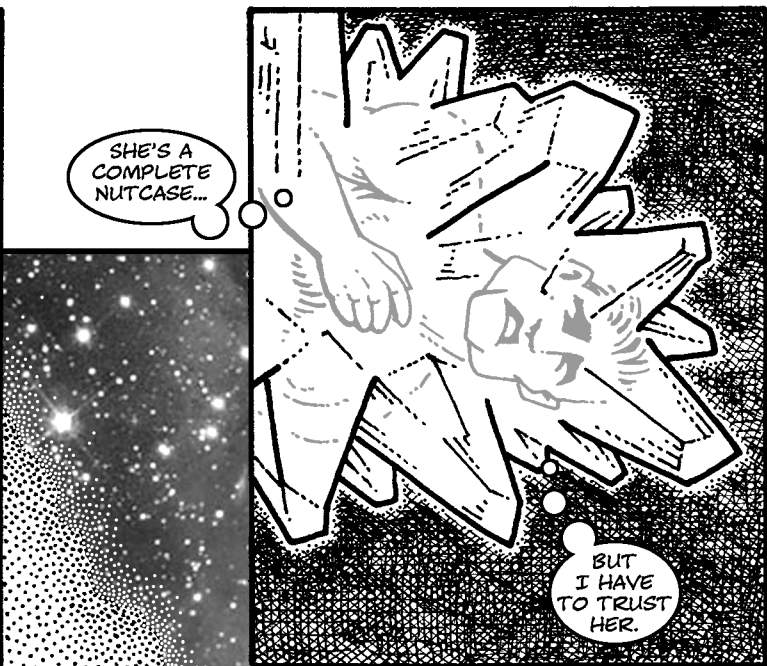














IF RHY'S FALLS
FROM ORBIT
AND LANDS ON
AN EVACUATED
PLANET, DOES
ANYONE
HEAR HIS
SCREAM?



HUH--

HOW
ABOUT
THAT...

FOR ONCE,
THAT LITTLE
SCHEMER WAS
TELLING THE
TRUTH.



THE CRYSTAL
PROTECTED ME
FROM REENTRY
BURN AND IMPACT...
AND NOW IT'S
DISSOLVING.





NOTES FROM THE ATTIC

While working on the "Myriad Quest" graphic novel, notions of a sequel were percolating in the back of my brain. And by the time I started work of that sequel, "Myriad Threat," I knew it was going to end up a trilogy.

That said, let's sneak into the attic and have a peek at the creative process, eh?

The majority of work on "Myriad Threat" was completed nearly a month before the Kickstarter campaign to fund it. Hey, the Muse hit me, and I've learned to trust her instincts. I left several pages in rough pencil form, though. These featured characters (integral and incidental) that I intended to offer as pledge incentives in the Kickstarter campaign. (This practice was originally suggested to me by Norman Rafferty at Sanguine Games; it was, he pointed out, "a standard thing in these crowd-funding projects.") The process went very nicely with "Myriad Quest," so while doing "Myriad Threat" I actually left certain characters undefined throughout the story, to accommodate readers who wanted to get this involved.

In fact, one of these open characters got snatched up prior to the launch of the Kickstarter campaign. I was talking with Sid Sondergard (who had pledged for a character in "Myriad Quest"), and when I mentioned I was working on a sequel book, he immediately asked for one of the characters in the new book. I proceeded to describe what roles were open, and he eagerly picked Gantry, feeling it'd be fun to be a villain this time. (In "Myriad Quest," Sid played the role of Professor Yonder, a scholar who initially got Narli interested in the subject of hidden vaults of ancient Syndic hardware.)

The fun continued...

During the Kickstarter campaign, the two remaining integral character roles were snatched up by pledgers. Isaac McCool was the first to respond once the campaign was over, so he got first pick. It turned out that Isaac had pledged to get his wife, Yrene Otaiza Diaz, a role in the graphic novel. And he picked the second character.

A momentary digression... I thought I was being clever devising a situation in which I could offer the same character twice: Karloff the geneticist...and his clone that got activated once he was killed. I saw Karloff as a cunning individual who regularly dealt with the seedy underbelly of civilization. Clearly he anticipated that some clients might be disreputable enough to kill him once they had what they wanted. So...a cunning Karloff would have a supply of back-up clones ready to be activated by a death rattle circuit. A recent memory recording would be programmed into the new body's brain. But...if Karloff was really cunning, he'd set himself up in a different body, thereby helping him to hide from his murderer. (And thereby allowing me to treat Karloff as two separate characters.)

And here Isaac wanted the clone role for his wife! This literally accented Karloff's cunning. Not only was it a different body—that body was a different sex! (These are the kind of twists that

people expect in my stories—and here it had come about because of external factors. I love chaos theory.)

But it got weirder...

When I explained the scene (Karloff getting killed and coming back as a clone—which would be Yrene) to Isaac, he promptly asked if the role of the Karloff-who-gets-killed was open, for he was interested in it. This notion tickled my fancy—Isaac-as-Karloff gets killed and comes back in his wife's body. But...that role was supposed to go to Sean Mahan, the other pledger.

Contacting Sean, I explained what was going on. Would he have a problem relinquishing the role of the Karloff-who-gets-killed? I told him I would do a new scene with an open character for him. He agreed.

So I got to have Karloff not only switch bodies but also cross genders.

Meanwhile, now I had to come up with a new scene for Sean's character.

Now keep in mind: the majority of the graphic novel was already done. Finding a spot where I could add a scene was going to be problematic. Not only was the flow-of-the-story a consideration, but I had to maintain the left/right pagination of the pages. I endeavor to put surprise moments on the left, so you discover them when you turn the page. Understandably, I didn't want to spoil a "reveal" by switching it to the right side of the spread. This meant that any scene I injected into the story had to be an even number of pages, so that the following pages would retain their proper left/right alignment. (I'm sorry to bore you with physical pagination concerns, but you'll see that dealing with the matter at hand was severely limited by this overall pagination consideration.)

When I finally came up with a scene that worked (not only fitting into the flow but actually enhancing the storyline), I found that it ran three pages. It wouldn't comfortably fit in two pages, while I didn't want to stretch things out to four pages. Dilemma... counterbalanced by the discovery that this uneven insert bumped at few "reveal" scenes from right to left so that they worked better. Adapting to Murphy's Law has always been part of my creative process, so I went with the three page insert (being the scene in which Rhys first meets Monsieur Turgo and his lovely carry-girl Natasha).

For a while, I toyed with the notion of adding a single page of Rhys inside the gene-juggler's regeneration cubicle. But—what would happen? I didn't want to clutter things with more recap. Inspection? No, by this point Rhys' character was pretty well-defined. What about a flashback? Not to "Myriad Quest," but maybe something from his childhood...something he learned from his father? No, wait, Rhys was raised in a crèche. Frustration...

At this stage, the spots I could insert a new scene were fairly limited. If it wasn't going to be inside the regen cubicle, the only other place was after he left Karloff's lab, in which Rhys was leaving Chasm right away. What was there left for him to do before his departure?

Then I realized I was "remembering" the storyline prior to the introduction of Monsieur Turgo. The crime-boss was a potential loose thread—something I could handle in my one-page insert! Hurray!

Things continued to fluctuate, though...

For when I sat down to do this second scene with Turgo, the exchange I envisioned was way too

complicated to fit in just a single page. In fact, even if I expanded the scene to three pages (to preserve the book's intended pagination) it would still be a tight squeeze. By this point, I'd had enough of Fate's playful interference. I went with three pages and dropped an entire conversation tangent concerning Rhys' honesty (which I only mention to be able to cite one lost line I really like: "Honest men always have something to hide.").

It's kinda strange that this progression of extra scenes led to the creation of the Natasha character. You see, Sean supplied me with a batch of pictures of himself so I could learn to draw him as Monsieur Turgo. A number of those pix were of Sean and his wife, Sheila. When I decided that Turgo would be an Artificial Intelligence, I wanted to do something more interesting than have him appear on a screen or as a hologram. What about someone carrying a screen on which Turgo would appear? This made me smile, so I went with it. And hey, Turgo was a crime-boss, so why not give him a moll? A servant girl to carry his personal display screen. Each development made me smile anew. But...while scripting that first scene with Rhys, Turgo and Natasha, the lines I was giving her showed a depth of personality. As Natasha moved from a conceptually empty character to a servant to a carry-girl, she evolved...and then blossomed in the scripting into Turgo's partner (maybe even lover, definitely a confidante). When it came time to deal with Natasha's appearance, it seemed karmic to use Sean's wife as the model, for Natasha wouldn't even exist if I hadn't created a whole new scene to accommodate his displaced character role in the graphic novel.

Then, in the second Turgo scene, again my subconscious seasoned Natasha with extra depth, revealing that her affection for Turgo was so strong that she vowed vengeance against Rhys for indirectly causing his death.

We will see more of Natasha in "Myriad Doom," the trilogy's final chapter.

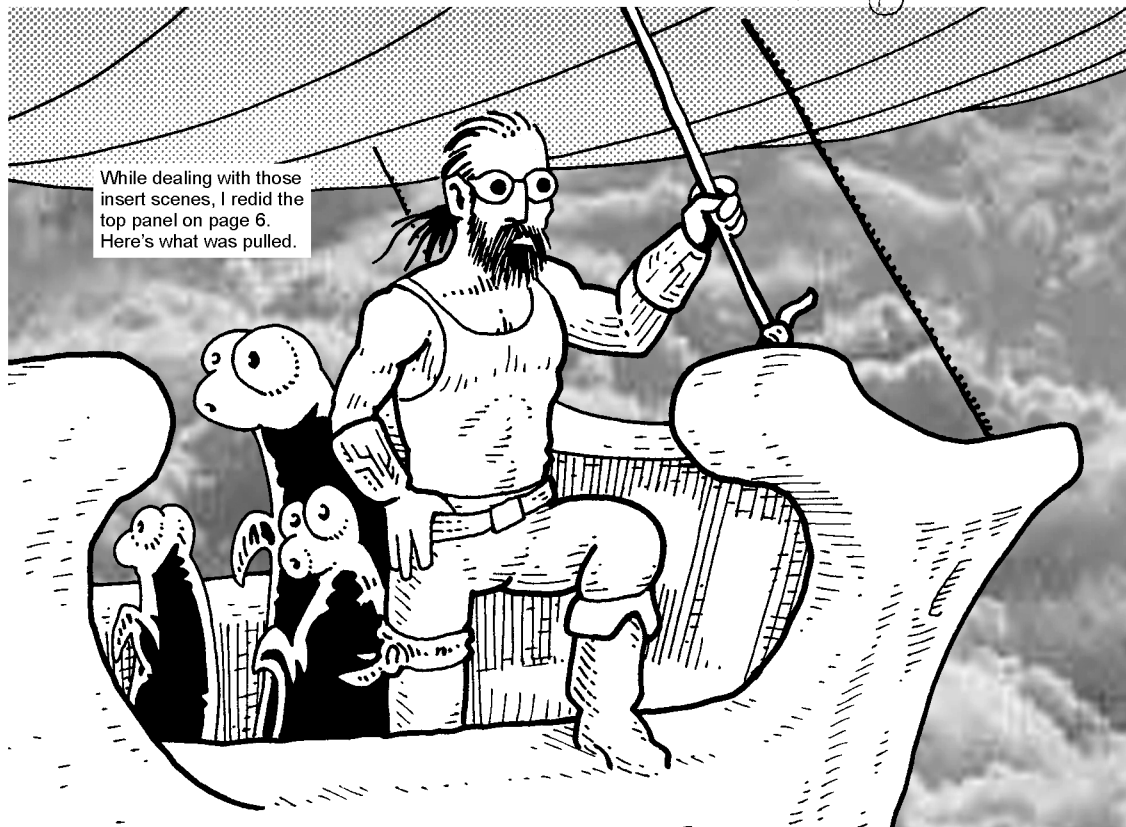
Meanwhile, we have a special cameo appearance by Norm Rafferty's father, Carl Holmgren, on page 11. He's the guy with the flask in the far right of the last panel.

Maintaining a strong connection with the "Myriad Song" RPG (which this trilogy was inspired by), several of the aliens who appeared in "Myriad Threat" were among the species from Sanguine's "Myriad Aliens" RPG (since many of the aliens in the latter were designed by myself at Sanguine's request), bringing things full circle. In fact, the Drozan bounty hunter's close-up in the first panel on page 3 was based on an unused sketch for the "Myriad Aliens" book. The Teleost species was designed for the same book, and I liked their look so much I made Commander Loren one.

In conclusion, I want to extend a special tip of the top hat to everyone who contributed to the Kickstarter campaign that funded this project. Your support is earnestly appreciated. Doing these Myriad graphic novels has given me the opportunity to flex my black-&-white skills in my favorite genre: deep space science fiction. I hope you enjoy it as much as I enjoyed doing it.

That sounds so cliché—but it's no exaggeration. I REALLY enjoyed doing this graphic novel.

MATT Howard mach 11.15



UNDERWRITERS

Sean Mahan
Ike McCool
Sid Sondergard

RECIPIENTS OF THE CONFED AWARD FOR OUTSTANDING LEADERSHIP IN EXPEDITIONARY DIPLOMACY

Joe Crow
James Redekop
Carl Rigney
Allan Rosenberg
Fran and Sarah Stewart

SUPPORTERS OF HUMAN AND MINERAL RIGHTS

Bryan Feir
John Joshua
Paulie Kraynak
Steven Stadnicki
Michael Wright

SUPER-SPONSORS

Carbon111
Destin LeBlanc
Moult
Dr. Michael Ryan
Kevin Sonney and Ursula Vernon

SPONSORS

Douglass Barre
James Birdsall
Tom Bither
Rob Cavender
Justin du Coeur
Chris Combs
Isaac "Will It Work" Dansicker
Brian Dysart
Dan Eyer
John Fiala
Tom Foster
Matthew Goebel
Niall Gordon
Clyde Lee Graham
Michael Griffin
Jack Gulick
Scott Harriman
Christopher Hill
Kevin Hogan
Richard E. Hughes
Sean Kinlin
David Lillie
Jay Lofstead
Michael Manning
Kevin J. "Womzilla" Maroney
Karl Maurer
SF Meacock
Frankie Mundens
Robert Ngan
Frank Edward Nora
David Pardoe
Meg Phillips
Steve Raiteri
Carl Richter
Paul Ripley
Paul Schroeer-Hannemann
Trip Space-Parasite
John Stubbs
Margaret Trauth
Jason X

SOUNDS in the ATTIC

As most of my readers know, eclectic music plays a vital role in my creative process.

While working on the basic story and raw pencils, I confined my sonic inspiration to the works of Van der Graaf Generator (with a few Peter Hammill albums thrown in).

From that point on, my musical selections became more varied. In most instances, I'd binge with numerous releases by a particular band, or return to their works days later. In some instances (*) my listening was confined to live recordings. A few times, my choices were specific albums by certain bands (these are noted).

Astralasia
Banco del Mutuo Soccorso
BVdub
Miles Davis *
Eat Static ("Dead Planet")
Galactic Anthems ("Sinew & Lace")
King Crimson *
Ligro ("Dictionary 3")
Love & Rockets ("Seventh Dream of Teenage Heaven")
Magazine ("Secondhand Daylight")
Magma *
Mythos ("Jules Verne Forever")
The Orb ("Moonbuilding 2703 AD")
Premiata Forna Marconi
Terje Rypdal
Klaus Schulze *
Yoch'ko Seffer
Shylock
Tangerine Dream *
Jannik Top
Verto ("Krig Volubilis")
Zao



ABOUT THE AUTHOR



Perhaps best known as the writer/artist of the "Those Annoying Post Bros." comic book series, Matt Howarth has many outlets for his twisted creativity. And all of them are notoriously "strange"

During his career of four decades, Matt has authored and drawn a variety of unconventional comic books and graphic novels, and contributed graphic fiction to numerous publications in the fields of comics and science fiction...and music. For, among all of Matt's creative outlets, there runs the influence of alternative and electronic music. He has found several ways to achieve this crossover of diverse genres.

From 1987 to 1994, Matt did a comic book series called "Savage Henry" (about the wacky adventures of a guitarist from an alternate reality). Most issues of this series featured authorized guest appearances by real musicians; among them: the Residents, Hawkwind, Moby, Ash Ra Tempel, Klaus Schulze, Nash the Slash, Foetus, Yello, Wire, Steve Roach, Richard Pinhas, Ron Geesin, David Borden, and more. Conrad Schnitzler (an original member of Tangerine Dream and Kluster) was a regular guest in this series and several graphic novels.

In the early 1980s, Matt did a minicomic series entitled "The Comix of Two Cities", based on life-forms created by the Residents in the band's "Mark of the Mole" trilogy of albums. In the late 1990s, these stories were reprinted as a comic book series.

Perhaps one of his strangest creations is Matt's "Konny & Czu" series, chronicling the antics of a pair of interstellar con artists. Besides Matt's innovative storytelling and meticulous art, what makes these strips unique is that they feature absolutely no human beings or any remotely terrestrial lifeforms.

Another of Matt's sci-fi creations is the "Keif Llama: Xenotech" series, featuring the adventures of a plucky troubleshooter coping with problems between mankind and alien civilizations.

Since the early 1980s, Matt has been doing music reviews, first as a weekly comicstrip, and since 1998 as text reviews for his Sonic Curiosity website.

A culmination (in Matt's opinion) of his desire to merge comics with music has been a series of collaborations he's done with a variety of internationally renowned musicians: in which a comic strip by him comes as a PDF file on the CD, while the band's music is a loose soundtrack inspired by his story. So far, he has done this type of collab with: Arthur Brown, Michael Chocholak, German synthesists Fanger & Schonwalder, Galactic Anthems, ex-Soft Machine bassist Hugh Hopper, Legendary Pink Dots, Mental Anguish, Bill Nelson, Ozone Player, Quarkspace, Radio Massacre International, Conrad Schnitzler, Klaus Schulze, and Syndromeda, with more in the works. Matt has also written a collection of short stories (Enriched Visions) inspired by the ambient soundscapes of Robert Rich.

It is plainly evident that Matt Howarth is obsessed with strange music, and he is not about to stop incorporating such things into his creative efforts.

Among Matt's notable non-musically related works are: two issues of "Teenage Mutant Ninja Turtles" (the adult edition); scripts for DC Comics' "Justice League of America"; doing comedy comics for the International Star Trek Conventions in the early 1970s (before the fans coined the term trekkies); doing illustrations for several novels by SF author Philip K. Dick; work on Harlan Ellison's "Dream Corridor" series; illustrations for Warren Ellis' "Transmetropolitan" series; an original graphic story collaboration in 1977 with SF Grand Master Hal Clement; numerous illustrations for the 1984 Dune Encyclopedia; "Tryxxx", an erotic SF graphic novel; strips for the SubGenius Church; work for Phil Foglio's "Xxxenophile" series; Several adaptations of classic literature (by H.P. Lovecraft, Edgar Allen Poe, Arthur Conan Doyle, Jack London, and The Cabinet of Dr Caligari) for Graphic Classics; cover art and numerous interior illustrations for the textbook series "Strange Tales from Liaozhai" by ancient Chinese poet Pu Songling; graphic adaptations of stories by award winning authors Greg Bear and Vernor Vinge for the World Science Fiction Conventions; and--believe it or not--even more.

Since 2000, Matt has self-published over 100 digital publications, all of which are available from his online catalog.

It may stop, but it never ends.

MATT'S ATTIC (main website)
www.matthowarth.com
BUGTOWN MALL (online catalog)
www.bugtowntmall.com
SONIC CURIOSITY (music reviews)
www.soniccuriosity.com
FACEBOOK PAGE
www.facebook.com/matt.howarth.710



EVERYBODY IN THE GALAXY WANTS HIM DEAD!

The alien masters of the Syndic ruled over the ten-thousand planets... until they were gone, leaving the Myriad Worlds to their own devices. Only the extremely brave or the terribly foolish would dare explore the mysteries that the Syndics left behind....

Warrior Rhys thought it was all over, once he'd destroyed that cache of Syndic hardware... But when he discovers galactic terrorists using that same forbidden technology, he makes it his mission to stop them.

Alien drive-bys, suns going nova, and a film crew shooting a very peculiar documentary can only be distractions from the true danger of the MYRIAD THREAT.

