



#2
\$3.99

DOCTOR WHO™

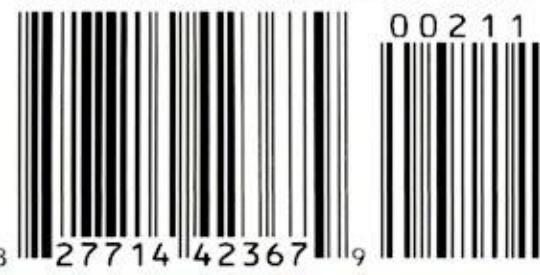
THE FORGOTTEN



cover by Nick Roche

WWW.IDWPUBLISHING.COM • \$3.99

00211



8 27714 42367 9

WHO I

Nick CK
2008

DOCTOR WHO

THE FORGOTTEN

Written by » Tony Lee

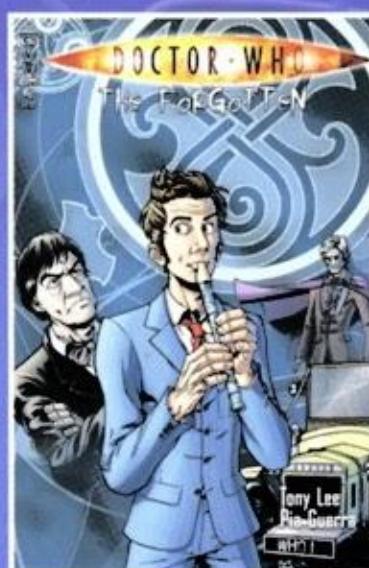
Art by » Pia Guerra

Flashback Sequence Inks by » Kent Archer

Colors by » Charlie Kirchoff and Kris Carter

Letters by » Comicraft's Richard Starkings

Edits by » Denton J. Tipton



Regular Cover
Art by Nick Roche
Colors by Charlie Kirchoff



Retailer Incentive
Photo Cover



Advertising Sales: (858) 270-1315 x 101
WWW.IDWPUBLISHING.COM

Special thanks to Gary Russell and David Turbitt for their invaluable assistance.

DOCTOR WHO: THE FORGOTTEN #2. SEPTEMBER 2008. FIRST PRINTING. © 2008 BBC Worldwide. Doctor Who logo™ and © BBC 1973. Tardis image © BBC 1963. Licensed by BBC Worldwide Limited. IDW Publishing, a division of Idea and Design Works, LLC. Editorial offices: 5080 Santa Fe Street, San Diego, CA 92109. All Rights Reserved. The IDW logo is registered in the U.S. Patent and Trademark Office. Any similarities to persons living or dead are purely coincidental. With the exception of artwork used for review purposes, none of the contents of this publication may be reprinted without the permission of Idea and Design Works, LLC. Printed in Korea.
IDW Publishing does not read or accept unsolicited submissions of ideas, stories, or artwork.

IDW Publishing

Operations:

Moshe Berger, Chairman
Ted Adams, President

Matthew Ruzicka, CPA, Controller

Alan Payne, VP of Sales

Lorelei Bunjes, Dir. of Digital Services

Marci Hubbard, Executive Assistant

Alonzo Simon, Shipping Manager

Editorial:

Chris Ryall, Publisher/Editor-in-Chief
Scott Dunbier, Editor, Special Projects

Andy Schmidt, Senior Editor

Justin Eisinger, Editor

Kris Oprisko, Editor/Foreign Lic.

Denton J. Tipton, Editor

Tom Waltz, Editor

Mariah Huehner, Assistant Editor

Design:

Robbie Robbins, EVP/Sr. Graphic Artist
Ben Templesmith, Artist/Designer

Neil Uyetake, Art Director

Chris Mowry, Graphic Artist

Amauri Osorio, Graphic Artist





LEFT ONE
SOUNDS FINE-
RIGHT ONE'S
RUNNING A
LITTLE
FAST-

-FIGHTING FIT
AND READY FOR
ACTION!

YEAH-
WELL, YOU
MIGHT BE THE
DOCTOR...

...BUT
SOMETIMES
IT PAYS TO
REMIND YOU THAT
CURRENTLY
THERE'S MORE
THAN ONE
DOCTOR IN THE
TARDIS.

OLD
FRIENDS?
WHAT A
GRAND IDEA,
DOCTOR.

RIGHT
THEN. SHALL
WE FIND THE
TARDIS AND
GET OUT OF
HERE?

I'D
RATHER
BE GONE
BEFORE ANY
OLD FRIENDS
APPEAR.

LET
US HAVE
SOME OLD
FRIENDS
OVER FOR
TEA.



CLICK



YEAH,
I GET THAT
A LOT.

CRASH

NOW
THAT DOESN'T
SOUND GOOD.
I RECKON
WE'VE GOT
COMPANY.



"...AND JAMIE ALWAYS TRIED TO HIDE IT..."

THEY'RE GETTING CLOSER!

WHEN I SAY RUN-RUN!

RUN!



LET US IN!

FOR GOODNESS' SAKE, LET US IN!

WHO THE HELL ARE YOU? HOW DID YOU GET ON THE STATION?

NO TIME FOR THAT, DEAR FELLOW! SHUT THE DOOR! OH MY GIDDY AUNT - I FEEL QUITE LIGHT-HEADED!

PETERS, SHUT THAT DOOR!

NOW SIR - IF YOU'D LIKE TO INDULGE ME - WHO IN THE BLAZES ARE YOU?

WHO AM I?



ME? OH, I'M THE DOCTOR.

AND THESE ARE MY COMPANIONS - JAMIE MCCRIMMON AND ZOE HERIOT.



WE ARRIVED IN THE TARDIS—
THAT'S OUR CRAFT—BUT WE'RE
BLOCKED OFF BY THOSE
MEDDLESOME SNAKE
CREATURES AND CAN'T
RETURN—

YOU JUST
ARRIVED?
IMPOSSIBLE! OUR
DOCKING ARM IS
OUT OF ACTION!
LOOK!

GOOD
LORD...

...AN ALVARIAN
SPACE WYRM!

NO WONDER
YOU'RE OVERRUN WITH
LITTLE SNAKE
SOLDIERS!

NOW LISTEN HERE,
"DOCTOR." YOU CAN
JUST TOODLE OFF
BACK TO YOUR "TARDY"
AND GET OFF MY STATION!

NOW THERE'S NO NEED
TO BE LIKE THAT JUST
BECAUSE YOU'RE HAVING
A BAD DAY!

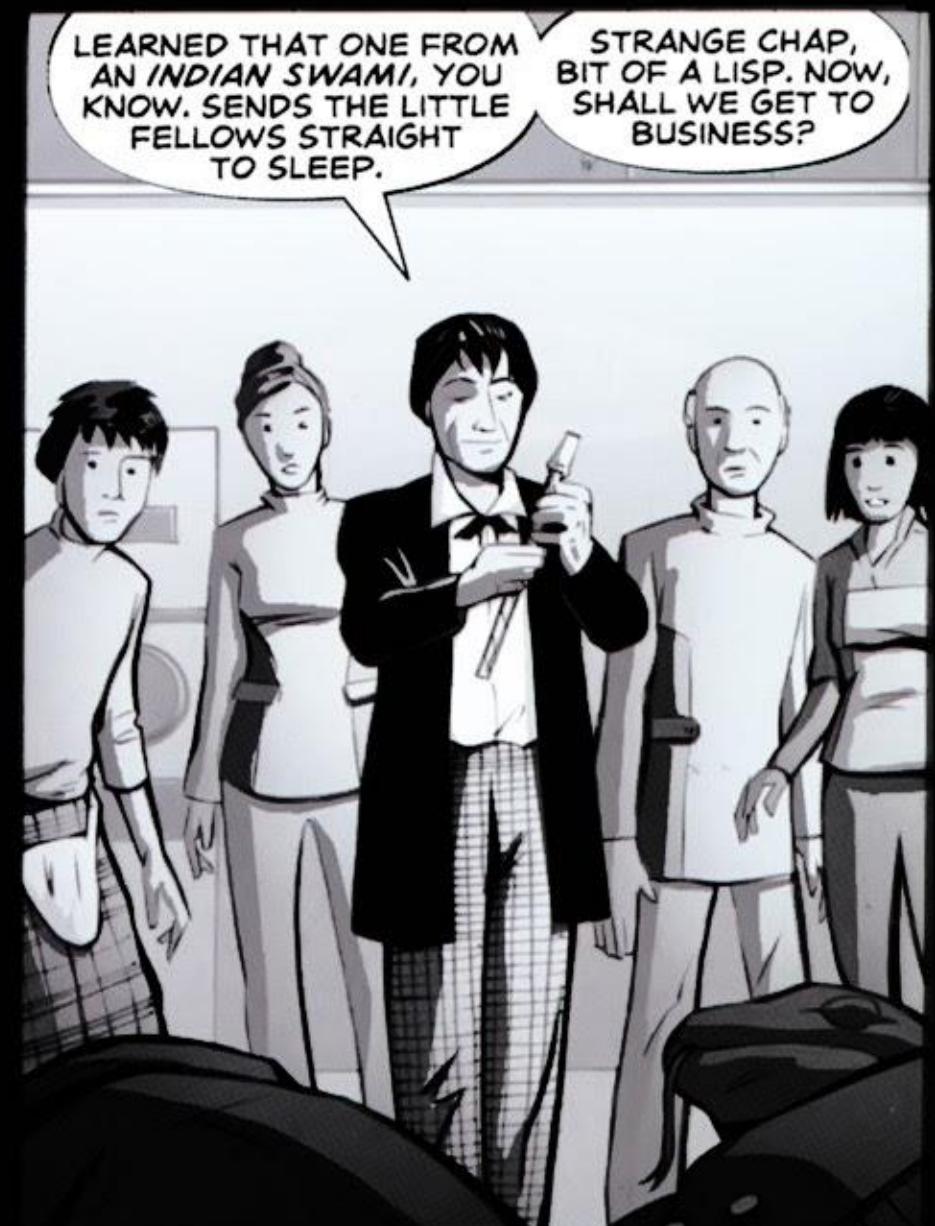
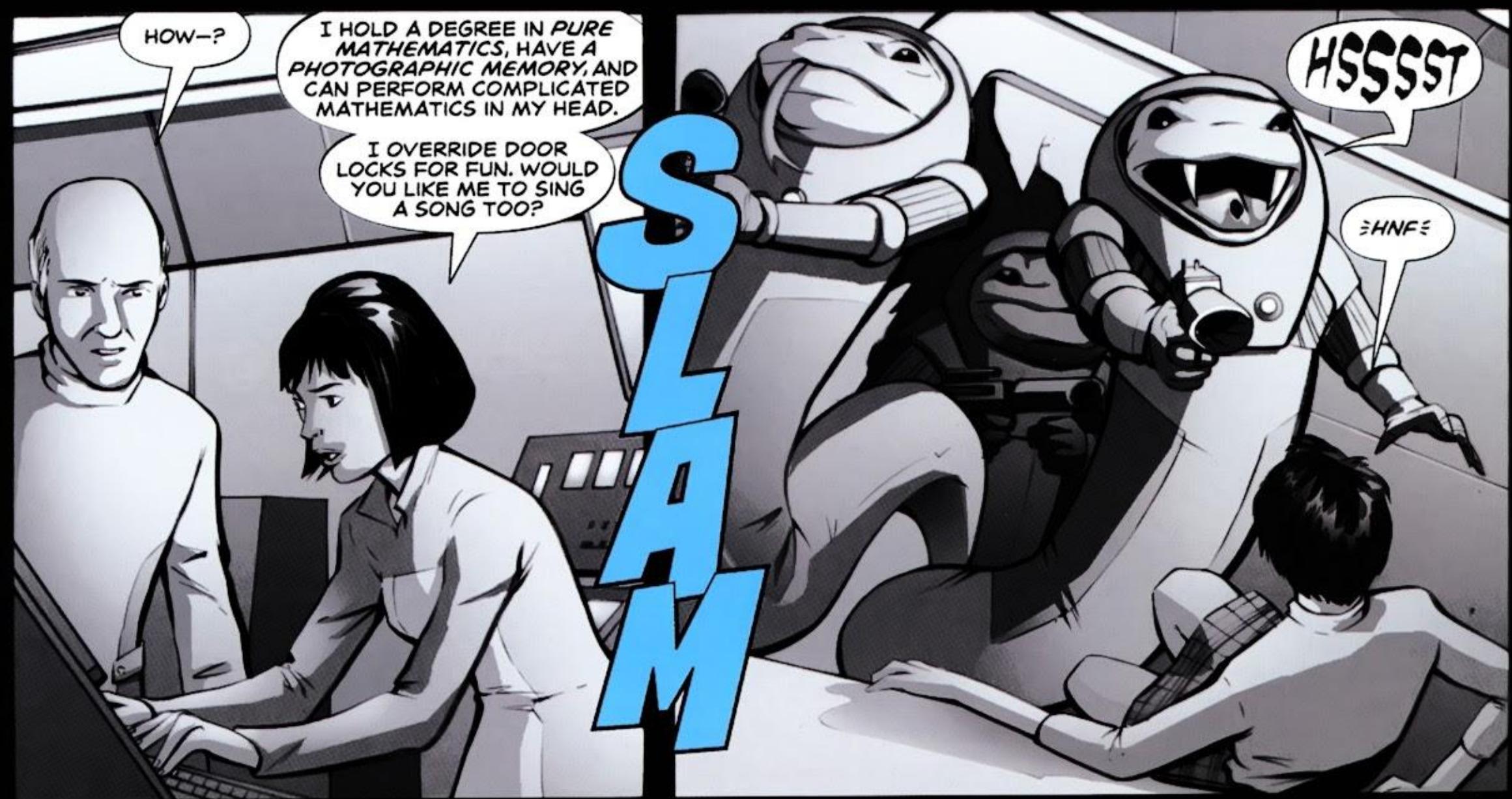
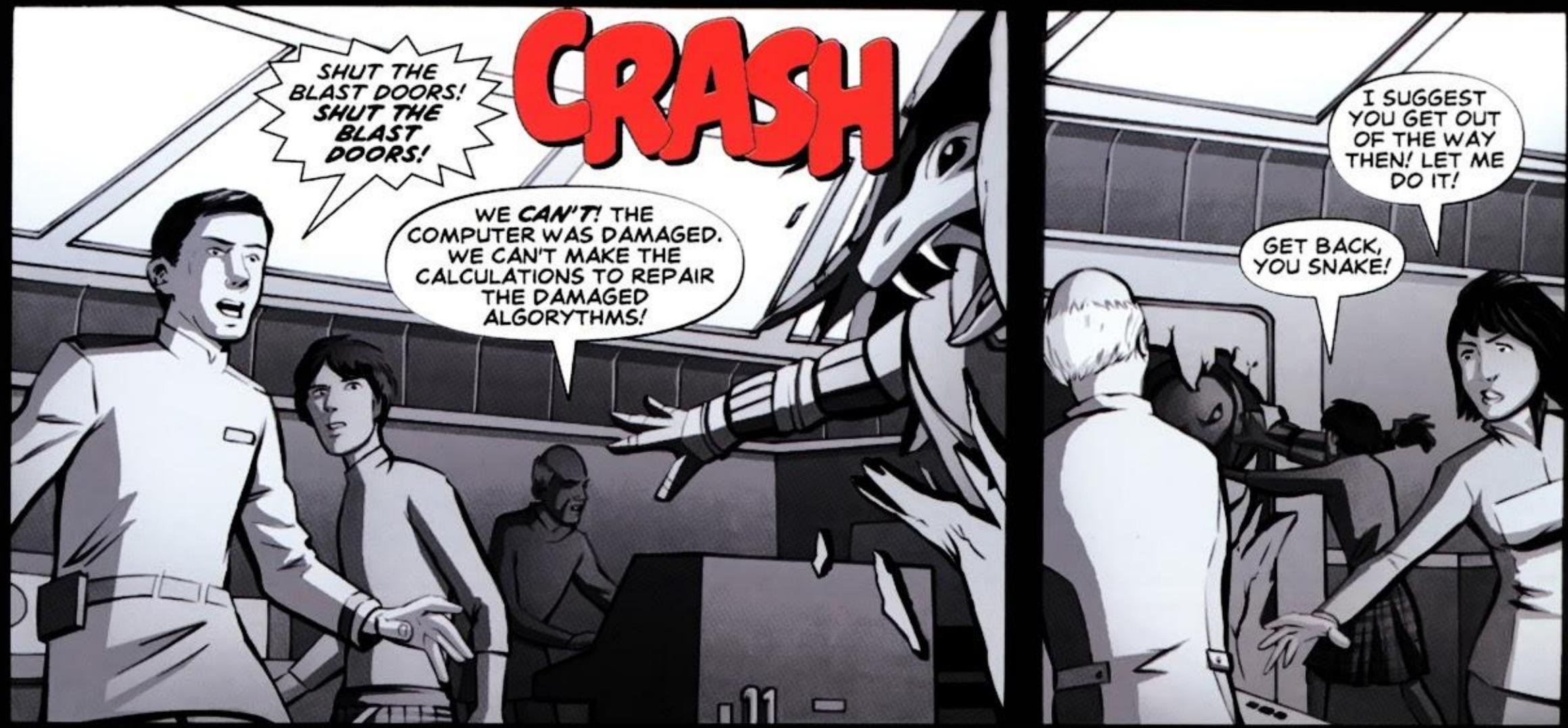
AYE—WE CANNAE GET
BACK TAE THE TARDIS
ANYWAY! NOT WHILE
THEY'RE OUT
THERE!

THE
TARDIS WILL
BE QUITE ALL RIGHT
WITHOUT US, JAMIE.
IT SOUNDS LIKE THIS
NICE MAN NEEDS
OUR HELP MORE.

NEED YOUR
HELP? WE WERE
DOING FINE BEFORE
YOU TURNED UP!

YES, TRAPPED IN A CONTROL ROOM—
YOU WERE DOING WONDERFULLY.
NOW, I SUGGEST WE
CONSIDER—

MARSHALL!
THEY'RE
BREAKING
THROUGH!



ALVARIAN WYRMS ARE LOW-LEVEL HIVE TELEPATHS, BROADCASTING ON A LOW-RANGE FREQUENCY—BASICALLY, WHATEVER SHE THINKS—THEY THINK.

NOW, IF WE CAN GET TO A COMMUNICATIONS ARRAY AND REPROGRAM IT TO SEARCH FOR HER FREQUENCY—

THAT'S MADNESS! IT'S TWO FLOORS DOWN FROM HERE! AND WITH THE COMPUTERS OFFLINE YOU'D NEED TO BE SOME KIND OF MATHEMATICAL GENIUS TO DO IT!

WELL THEN YOU'RE IN LUCK—I AM.

CARE FOR A BIT OF AN ADVENTURE, ZOE?

ALWAYS, DOCTOR.

THE SNAKES ARE HERE AND HERE—THAT'S PRETTY MUCH THE ONLY ROUTE.

WHAT ABOUT THOSE LINES THERE?

WELL, THEY'RE VENTILATION DUCTS. YOU COULD PROBABLY GET TO THE COMMUNICATIONS ROOM THAT WAY, BUT IT'LL BE HARD WORK.

JAMIE LIKES HARD WORK—DON'T YOU, JAMIE?
COME ON, EVERYONE—LET'S NOT KEEP THESE SNAKES WAITING!

GOOD LUCK, DOCTOR—YOU'RE GOING TO NEED IT.

NEVER TRUST YOUR FATES TO LUCK, MARSHALL...

...SHE HAS A HABIT OF PLAYING THE FOOL.





RIGHT THEN,
LET'S SEE IF
THESE EXTRA
MEMORIES
CAN ASSIST
US!

I HOPE SO!
WHAT HAPPENED TO
JAMIE AND ZOE?

THEY WERE
RETURNED TO
THEIR CORRECT TIMES,
THEIR MEMORIES OF
ME ERASED.

THE
TIME LORDS
DID IT-I DON'T KNOW
WHAT HAPPENED AFTER.
WELL, DON'T KNOW YET.
WHICH IS ODD, AS I
REMEMBER OTHER
THINGS-RASSILON,
THE TIME WAR...

HERE,
I FOUND A BAG
TO PUT YOUR ITEMS
IN, BUT THERE ARE
SOME DODGY
LOOKING AEROSOL
CANS IN IT.

THIS IS
YOUR EXHIBITION-
ANY CLUES TO WHAT
THEY ARE?

NO, I
DON'T-

-THIS IS
NITROGLYCERINE!
WHAT KIND OF LUNATIC
RUNS AROUND WITH A
RUCKSACK FULL OF
THESE?

THEY COULD
TAKE OUT A
TANK!

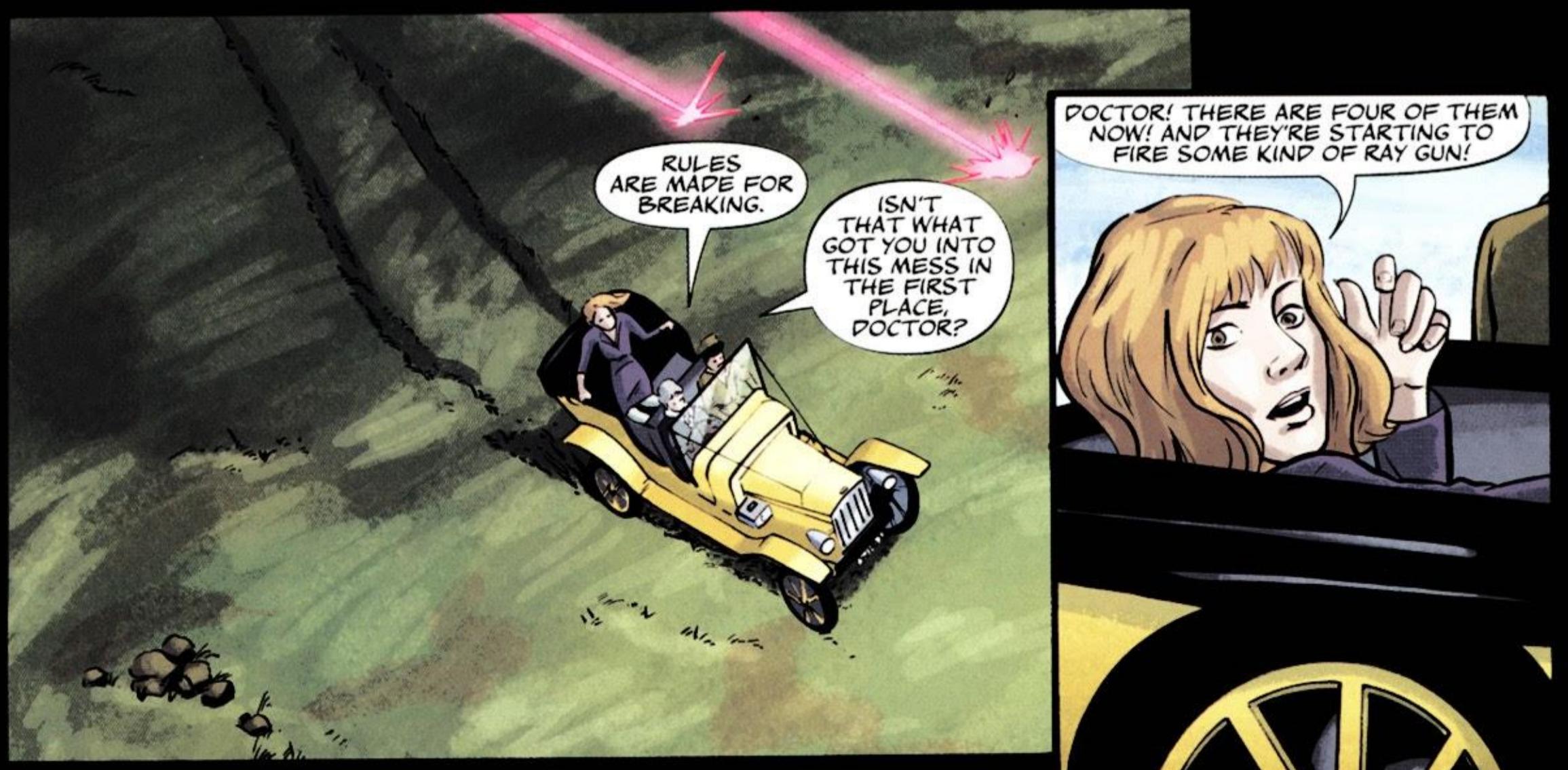
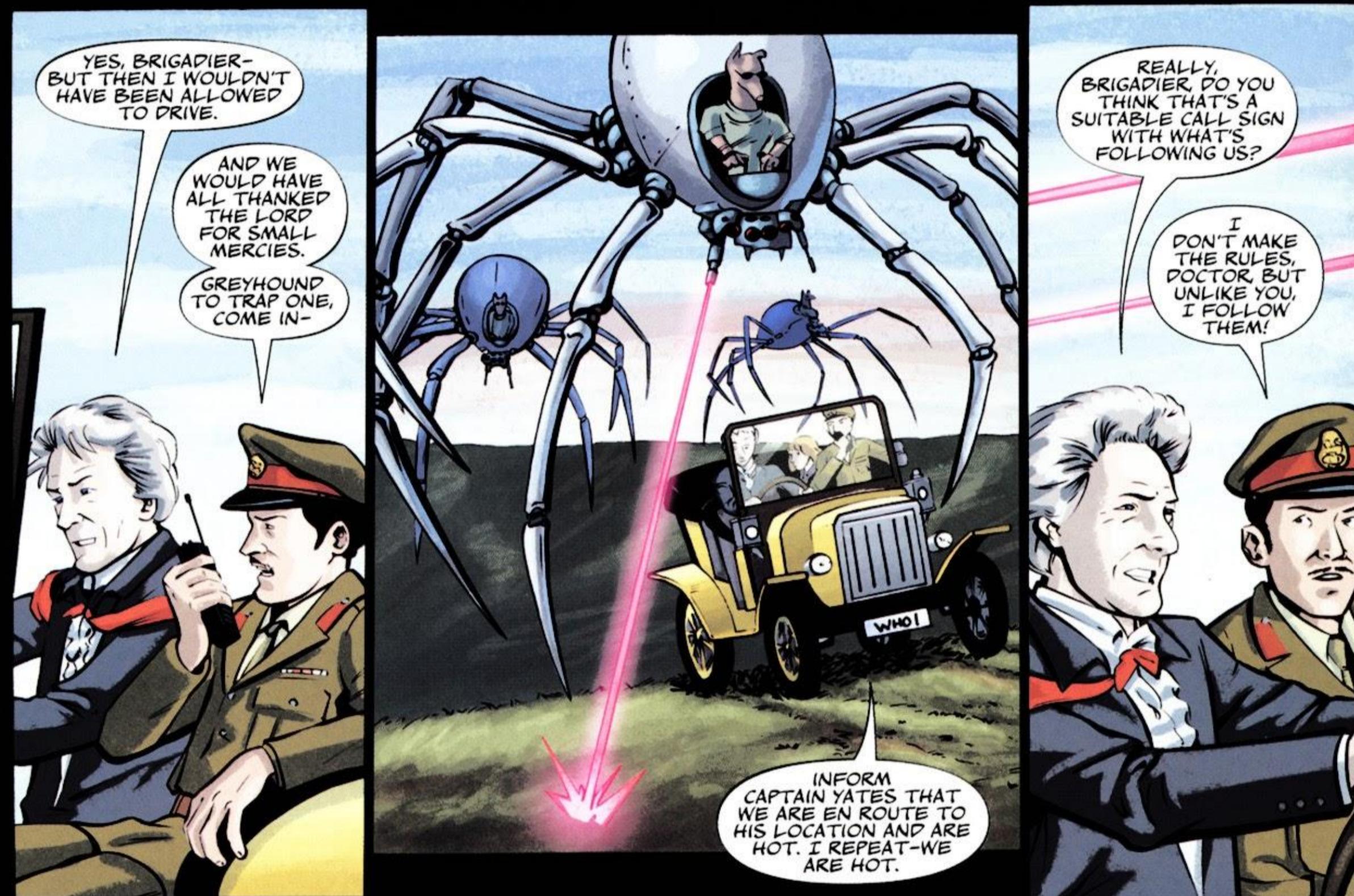
LOOK
OUT!

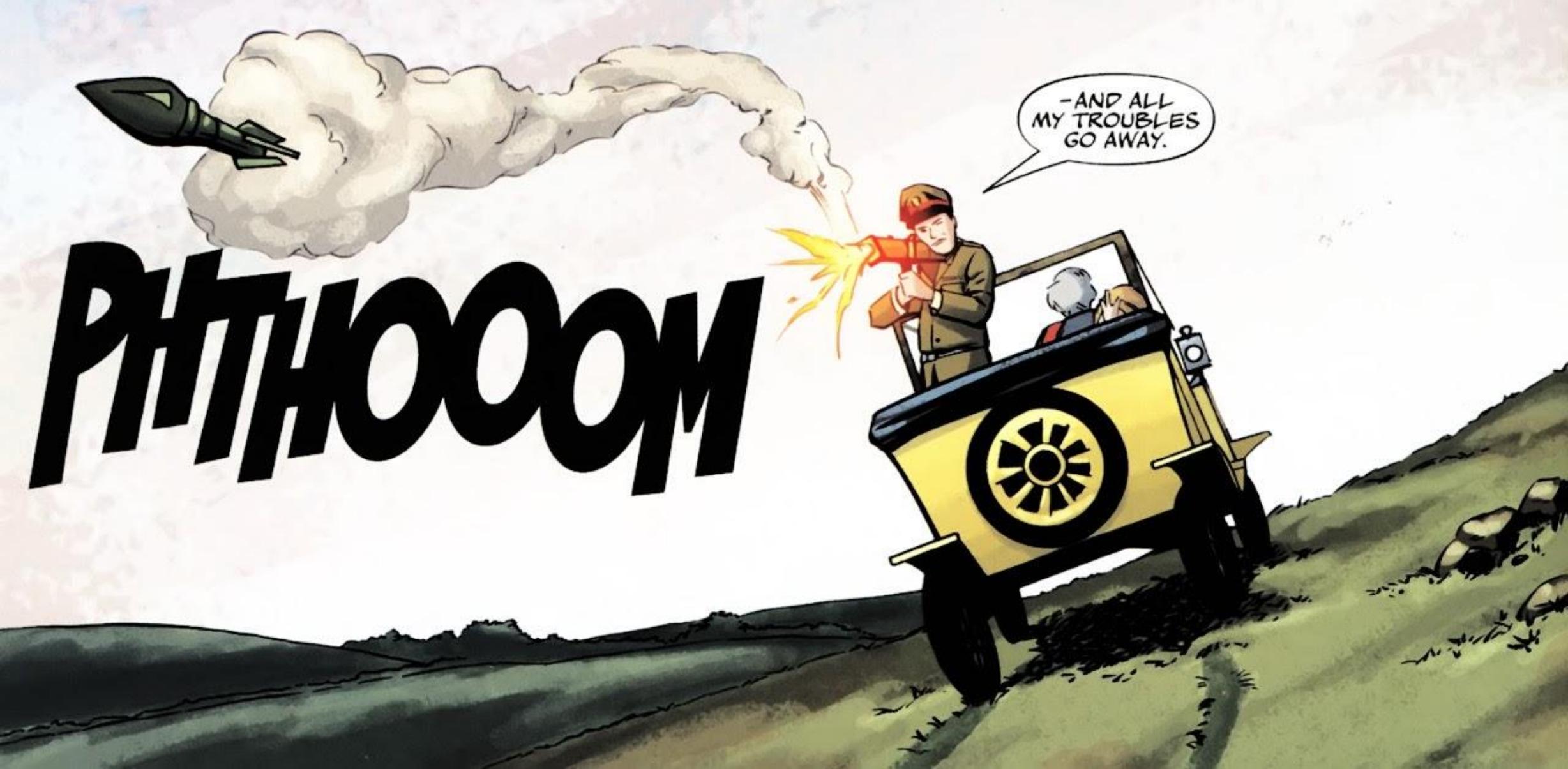
FZ
PTCHK
PTCHK
PTCHK
PTCHK

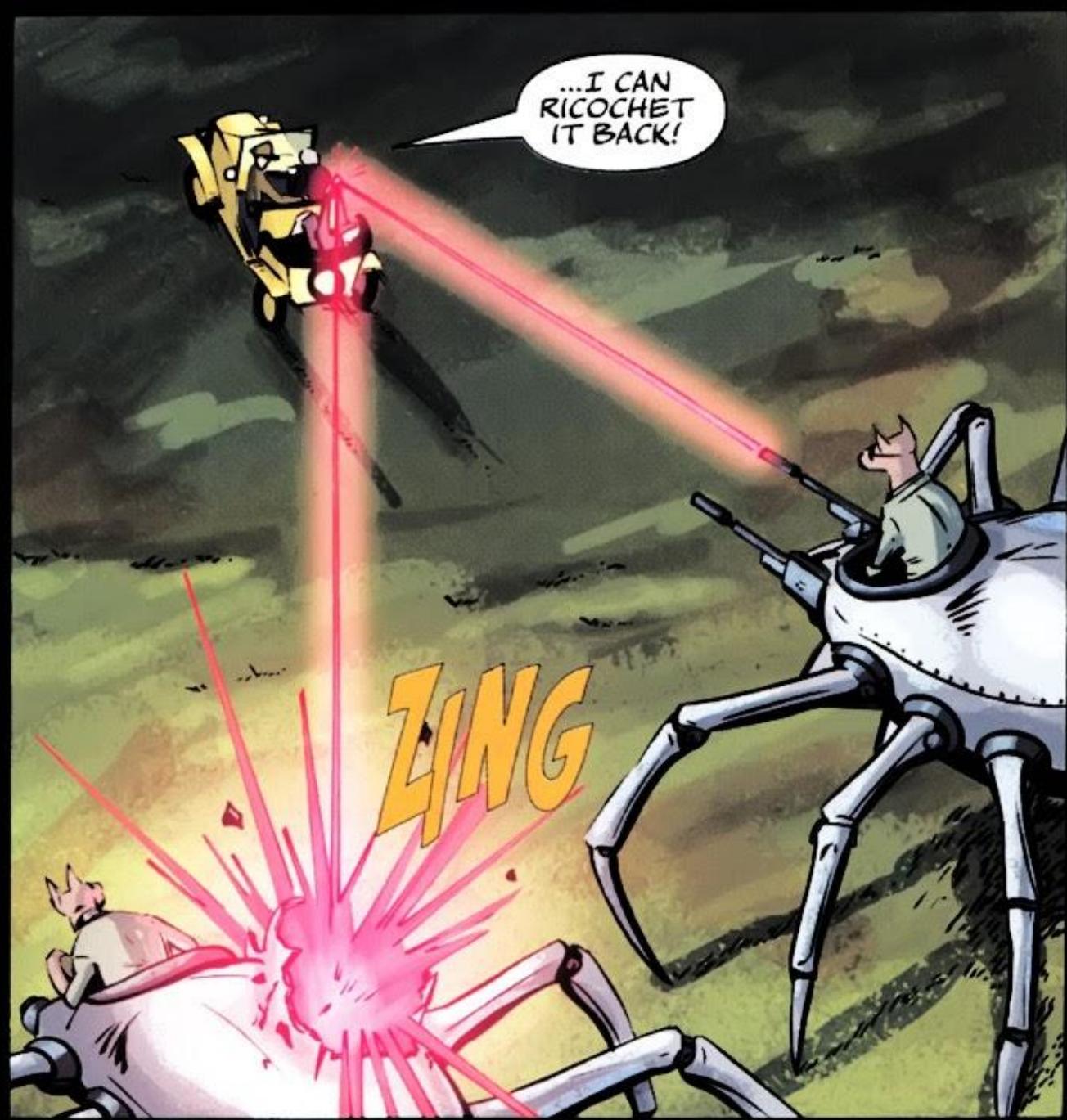
LOOK OUT!

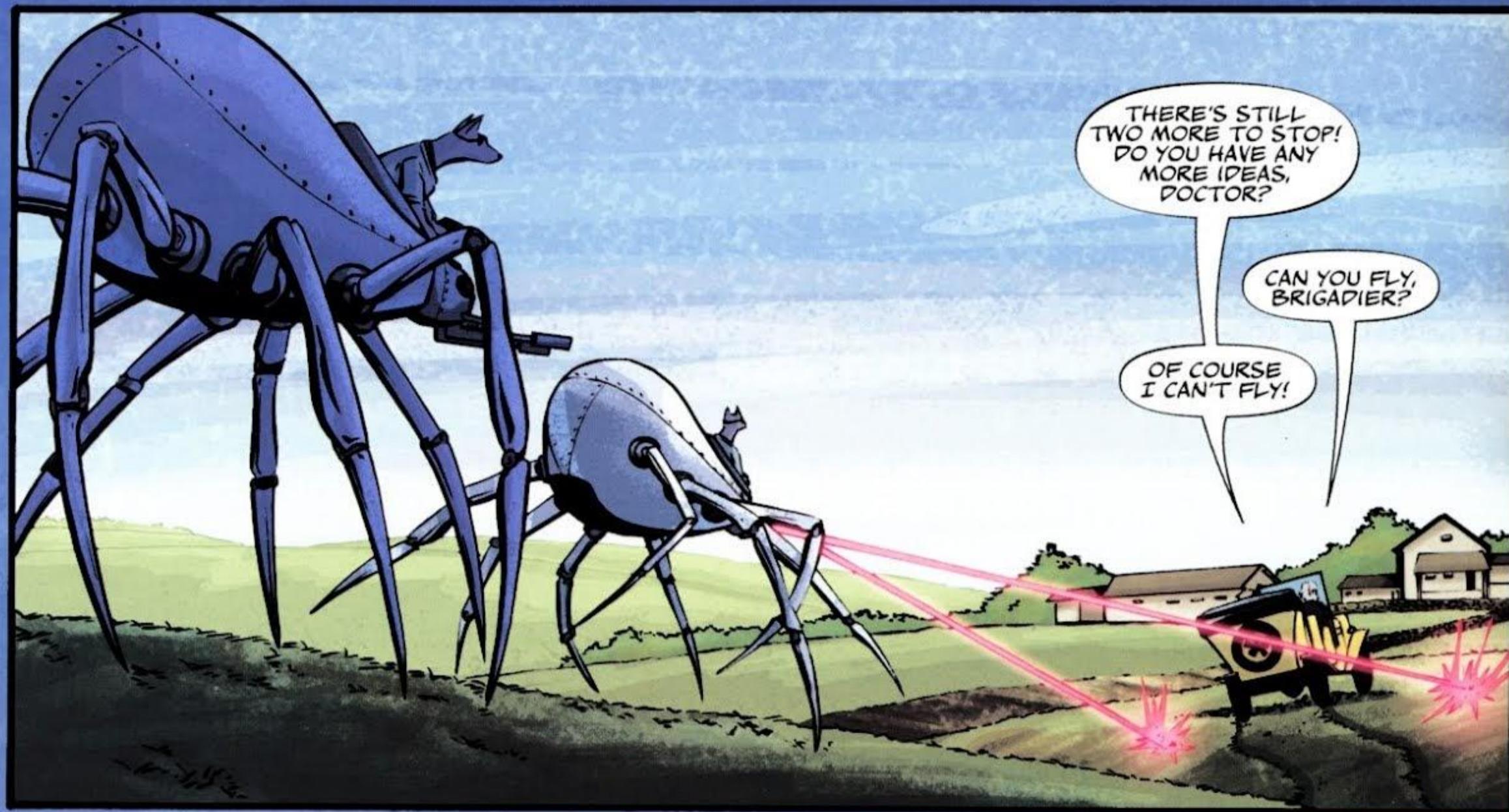


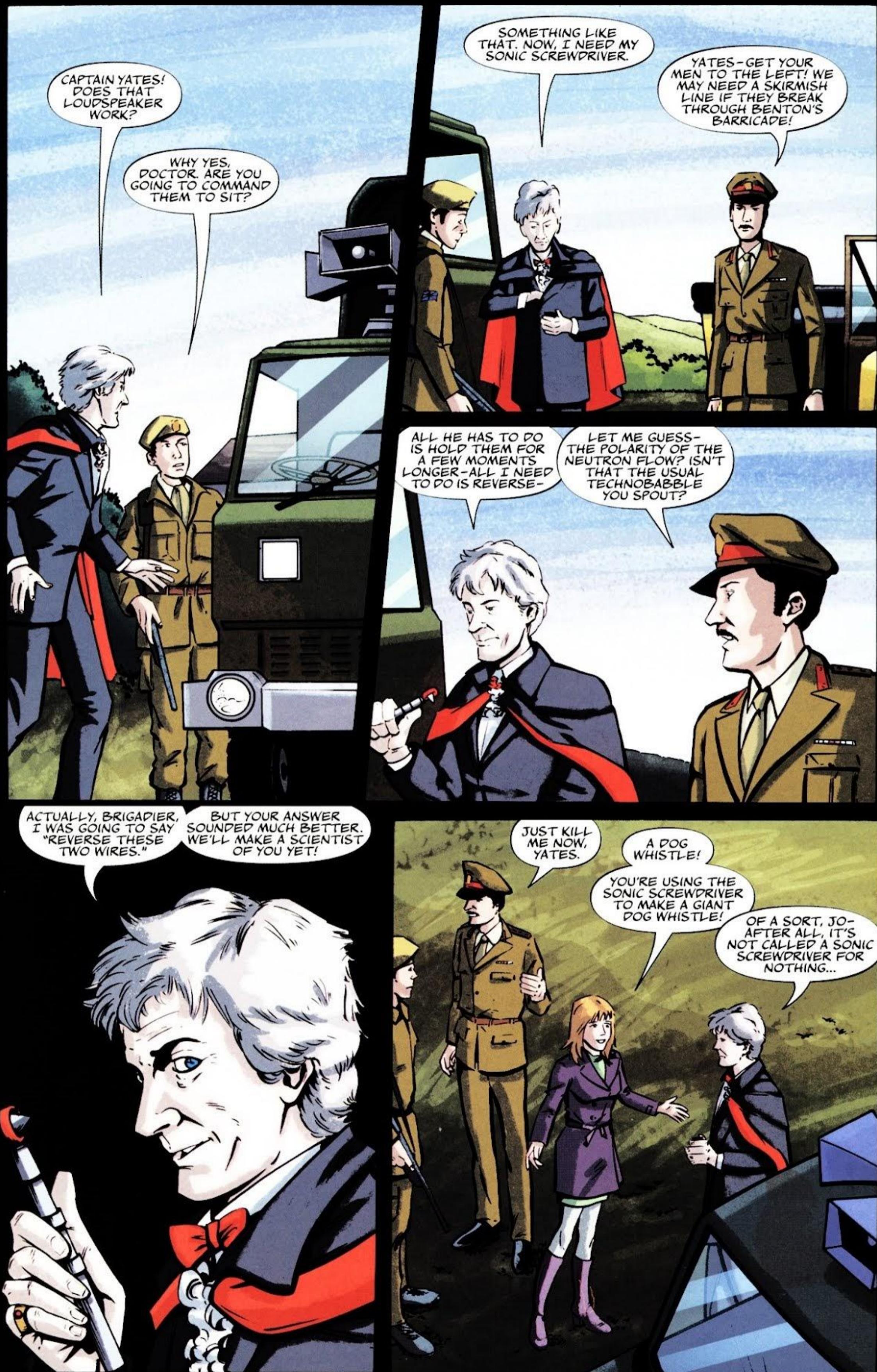












...BUT INSTEAD OF CALLING THEM, I INTEND TO USE THE SONICS TO OVERLOAD THEM-FORCE THEIR BRAINS TO SHUT DOWN, AND SEND THEM TO SLEEP.

YOU MIGHT WANT TO STEP BACK. IT'S ABOVE OUR HEARING RANGE, BUT IT'LL STILL BE UNCOMFORTABLE.



SWEEEEEE

EEEEEEEEE

DOCTOR! IT'S WORKING!

CLANG



WELL DONE, DOCTOR.

NOW, AS U.N.I.T.'S CHIEF SCIENTIFIC ADVISOR I'LL NEED YOU TO WRITE A FULL REPORT ON TODAY'S ACTIVITIES.

OH, I THINK NOT, BRIGADIER...

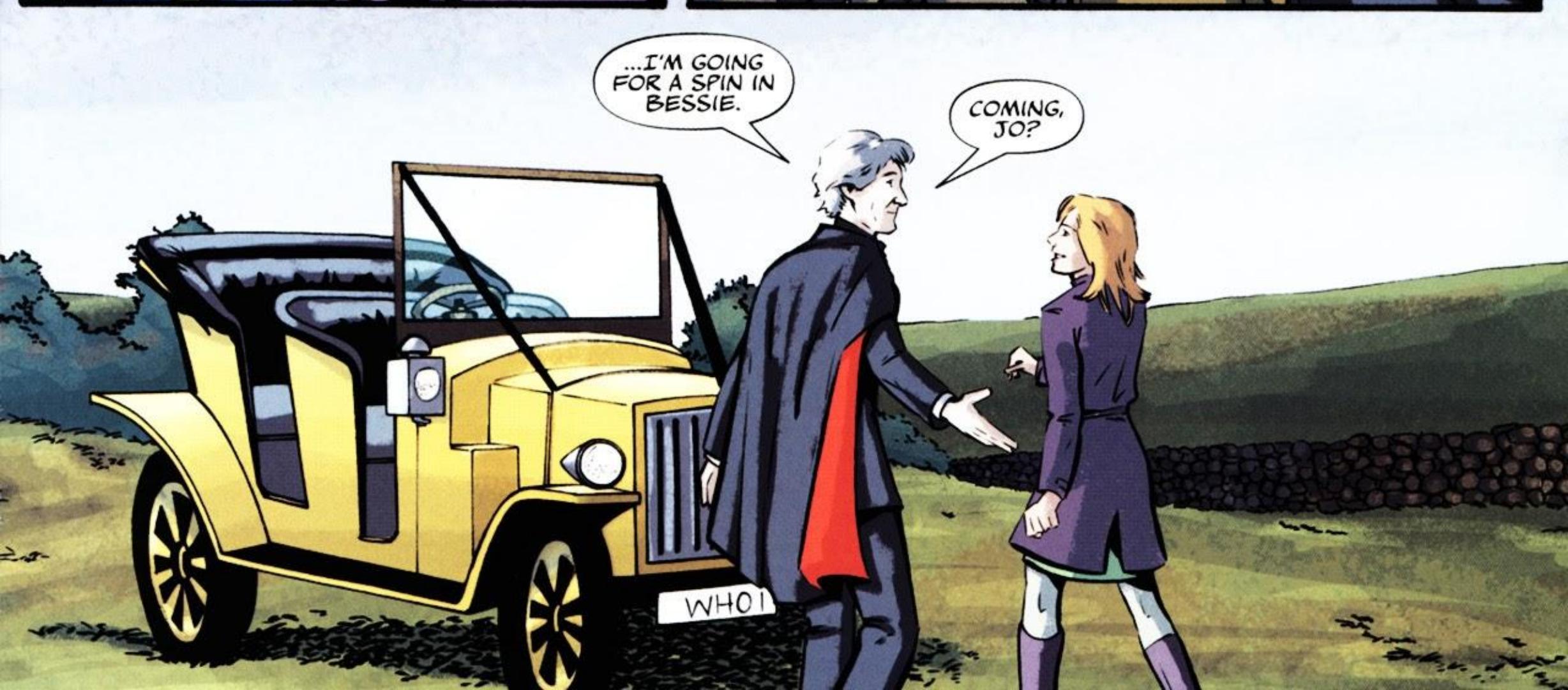
...YOU CAN SAY WHAT YOU LIKE TO THE BOYS IN GENEVA...



...I'M GOING FOR A SPIN IN BESSIE.

COMING, JO?

WHO!



AUTONS!

IT'S
AN AUTON!
I REMEMBER
NOW!

THEY'RE
NOT REAL! WELL,
THAT IS THEY'RE
REAL, BUT THEY'RE
CONSTRUCTS! THEY'RE
PLASTIC TOYS WITH
GUNS AND ATTITUDE
AND...

...AND THEY
SHOULDN'T BE ABLE
TO MOVE ABOUT
WITHOUT A NESTENE
CONSCIOUSNESS AROUND—
AND WE'D HAVE NOTICED
ONE BY NOW.
HMM.

ANYWAY,
NOW I KNOW
WHAT AN
AUTON'S—

-AH.
WHOOPS.

CLICK



FROOOOM





NEXT • MISDIRECTION

DOCTOR WHO™

The ForGOTTEN

Next month:
Issue #3



WHEN TERROR STRIKES AND ALL OUR HEROES ARE DEAD, WHO CAN HELP?

REMENDER AND BLEVINS' LEGION OF THE SUPERNATURAL, OF COURSE!



Starting in October 2008, **IDW Publishing** is proud to bring to comic book shelves a tantalizingly twisted tale of old-school monsters, classic sci-fi, and legendary heroes in *Legion of the Supernatural!* Written and created by popular comics scribe **Rick Remender**, and featuring talented artist **Bret Blevins** long-awaited return to comics, *Legion of the Supernatural* is epic storytelling at its extreme finest, featuring a motley assortment of monsters and putting them into a more heroic spotlight as they emerge as the last line of defense against an invading army of starving inter-dimensional vampires.

In the story, readers will quickly learn that, unbeknownst to most, there are parallel dimensions where supernatural vampire forces have consumed all life on Earth. In these dark terrible worlds, where no food remains, the vampire leaders have discovered supernatural and arcane magics capable of opening doorways to other dimensions... to our dimension. They are infiltrating us now, scouting out cities and preparing for the coming invasion, lurking in the shadows conspiring to bring on the end of times. We are all fodder, unsure who or what to trust. When our heroes and governments fall, we will be left with one force to turn the black tide.

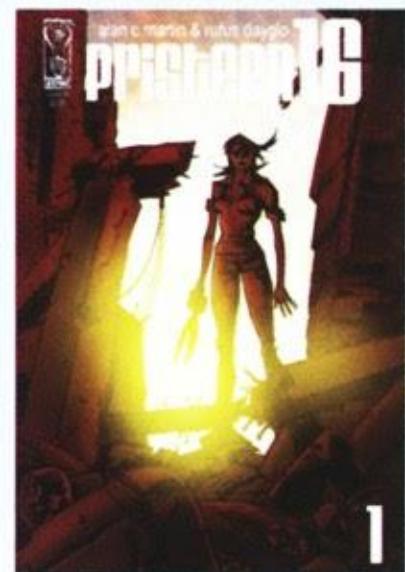
IDW recently sat with Blevins and Remender (whose *Night Mary* and *Black Heart Billy*—the latter being offered in color for the first time—are also being re-presented by IDW in October) to talk about all things *Legion of the Supernatural*... the good, the bad, and the ugly!

SEPTEMBER RELEASES FROM IDW PUBLISHING

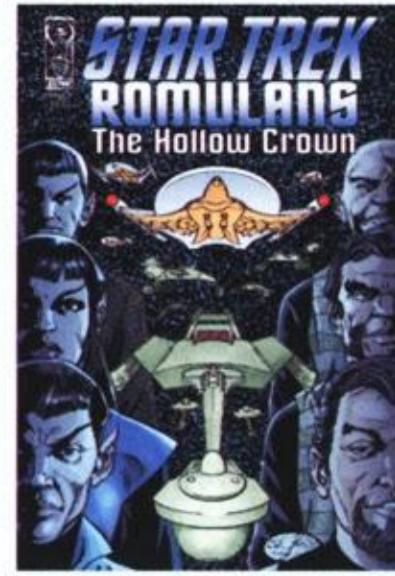
COMICS	WORTHWHILE BOOKS
Angel: After the Fall #12 Dead, She Said #3 Doctor Who: The Forgotten #2 Doctor Who Classics #10 Dreamland Chronicles #3 Epilogue #1 Fallen Angel #30 Galaxy Quest: Global Warning #2 Igor Movie Adaptation #3 Igor Movie Adaptation #4 Pristeen 16 #1 Spike: After the Fall #3 Star Trek: Assignment Earth #5 Star Trek: Mirror Images #3 Star Trek: Romulans: The Hollow Crown #1 The Transformers: All Hail Megatron #3 Transformers Animated: Arrival #2 The Transformers: Best of the UK: Time Wars #2 TF Movie Prequel: Saga of the AllSpark #3 Transformers Spotlight: Sideswipe Welcome to Hoxford #2	Ed's Terrestrials Town of Zach Vigfus the Viking Angel: After the Fall: First Night HC The Complete Badger, Vol. 4 TPB Dreamland Chronicles Book One TPB & Dreamland Chronicles figures: Natasha & Kiwi Igor Movie Adaptation TPB Igor Movie Prequel TPB Locke & Key HC Racer X, Vol. 2 TPB Rogue Angel: Teller of Tall Tales TPB Silent Hill: Sinner's Reward TPB Silent Hill Omnibus Spaghetti Bros., Vol. 1 Speed Racer: The Next Generation, Vol. 1 Star Trek Archives, Vol. 1: Best of Peter David The Transformers Animated Vol. 5 Transformers: More than Meets the Eye, Vol. 1 TPB Transformers Spotlight TPB, Vol. 3 Violent Messiahs, Vol. 1 TPB
GRAPHIC NOVELS • ART BOOKS • SPECIAL COLLECTIONS	
	Epilogue #1
	Pristeen 16 #1
	Star Trek: Romulans: The Hollow Crown #1
	Transformers Spotlight: Sideswipe



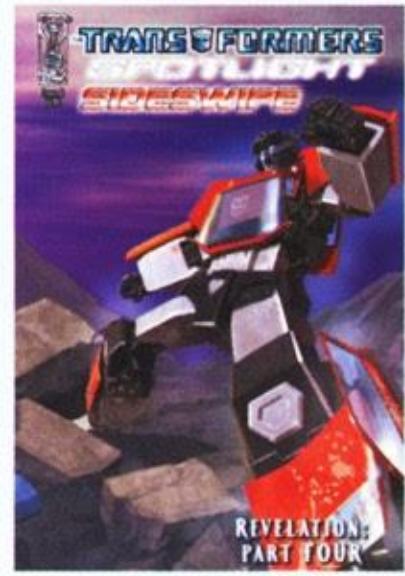
Epilogue #1



Pristeen 16 #1



Star Trek: Romulans: The Hollow Crown #1



Transformers Spotlight: Sideswipe



IDW: Rick, what was the inspiration for Legion of the Supernatural? Where and when did this idea originate?

Rick Remender: It was born out of a late-night phone conversation with Steve Niles. We were wondering what it would be like if our favorite monsters were humanity's last line of defense. The story just sort of poured out from there. Atomic super heroes have hunted Earth's monsters to near extinction. When an army of starving vampires from beyond invade our world, only the last remaining monsters have the power to contest the coming darkness—as it was their birthplace. The Mummy, Frankenstein, The Bog Creature, The Wolf-Man, Dracula and Sister Arcane form the most unlikely team of heroes to begrudgingly protect a population who would prefer to see them dead.

IDW: Bret, how did Rick talk you into coming back into the comics illustrating game?

Bret Blevins: Rick threatened to kill me if I didn't cooperate. He didn't need to, though, because I love the project! Actually, Rick and I have been wanting to collaborate for the past several years, and *Legion of the Supernatural* emerged as the right idea at the perfect time. I was crazy about the series from the moment Rick first described the concept to me over the phone, and after a decade of storyboarding I was ready for a change and eager to return to the autonomy of creating my own artwork in my own way—and better than I'd ever done before. I wanted more flexibility and richer possibilities of bringing images to life, so painting the pages was my dream opportunity, and IDW offered us that chance. If I had been asked to write down all the elements that would inspire me to create the best comic-book art I was capable of, *Legion of the Supernatural* would meet every wish!

IDW: Rick, this book features a diverse and bizarre cast of characters. Are there any amongst them you consider your favorite? If so, why?

RR: Frankenstein's monster... without a doubt. Our monster is a smart man frozen in a dead, broken, but terribly powerful body. The effect is total frustration, as what he says comes from an intelligent mind but is delivered inarticulately and awkwardly. Our Frankenstein's monster has continued his creator's work in a secret dank laboratory amid the alien ruins on the moon. Though he has discovered the secrets of reanimating corpses, he has long since given up hope of building himself a better body... transferring brains is tricky

business. He uses his time to monitor Earth always seeking his lost bride.

IDW: Bret, are any of the characters more fun for you to illustrate than the others? If so, why?

BB: I can't single any one of them out as a favorite—I relish each fiend for different reasons! The joy of this project for me is the lurid richness of the story and the overabundance of fantastic imagery, including, of course, the variety of classic monsters. As a storyteller I'm always motivated by character and character conflict, so whichever monster I'm painting is my favorite at that moment. I can describe a few individual traits of each that make this book so rewarding to illustrate though—Frankenstein is the iconic granddaddy of tortured souls, brought to life by another's mad ambition and left to cope with the agony of a hellish existence he never wanted. This makes him the most conflicted of our reluctant heroes, and the most fun for me to "act" out his emotions on paper. Cleopatra is pure sultry femme fatale with a wicked alter ego—what's not to love? Wolf-Man is the most savage character, always fun! Dracula combines vicious evil with a cold contempt that is a delight to "play." Sister Arcane MIGHT be my favorite if I was forced to take one character to a desert island... she's ancient, wise, mysterious, full of the blackest magic, and astonishingly gorgeous—not to mention sassy! The Bog Creature is a blast to render because he is never exactly the same in any two scenes—his bulk is always shifting and he has critters snaking through his body, and he's dripping muck too... no end of fun brushwork on this guy!

IDW: Rick, in many ways, this is a "team book"—what sets your team apart from the others on comic book store shelves these days?

RR: A band of monsters, most of whom want nothing to do with one another, have no choice but to save Earth, not for altruistic purposes but mostly so they can retreat back into the shadows and continue to live their unnatural lives. How does a 579-year-old Haitian priestess possessed by nine competing Voodoo spirits, each with separate powers and motivations, interact with the cursed mummy of Cleopatra whose only hope of salvation is the collection of 10,000 innocent human souls? With such complex motivations, the interpersonal dynamics within the team will be unlike anything readers will have ever seen.