

THE BEST SUPERHERO COMIC BOOK IN THE UNIVERSE!

INVINCIBLE

image

SKYBOUND

104



ROBERT KIRKMAN
RYAN OTTLEY
CLIFF RATHBURN
JOHN RAUCH

image COMICS PRESENTS

INVINCIBLE

ROBERT KIRKMAN
WRITER

RYAN OTTLEY
PENCILER

CLIFF RATHBURN
INKER

JOHN RAUCH
COLORIST

RUS WOOTON
LETTERER

SEAN MACKIEWICZ
EDITOR

COVER BY RYAN OTTLEY & JOHN RAUCH
CREATED BY ROBERT KIRKMAN & CORY WALKER

IMAGE COMICS, INC.

Robert Kirkman - chief operating officer

Erik Larsen - chief financial officer

Dale McElroy - chief marketing officer

Marc Silvestri - chief executive officer

Jim Valentino - vice-president

Eric Stephenson - publisher

Don Eason - director of business development

Jennifer de Guzman - pr & marketing director

Branwyn Bigglestone - accounts manager

Brandi Johnson - bookkeeper

James Parreno - marketing assistant

Emilio Bustos - sales assistant

Sarah Gandy - editorial assistant

Kevin Yuen - digital rights coordinator

Tyler Shainline - events coordinator

Dave Broome - graphic design manager

Jonathan Chen - production manager

Drew Gill - art director

Jeff Loveness - print manager

Monica Gagliardi - graphic production artist

Vincent Kukua - production artist

Jesse Savage - production artist

www.imagecomics.com



For SKYBOUND ENTERTAINMENT

Robert Kirkman - CEO

J.J. Diddie - President

Sean Mackiewicz - Editorial Director

Shawn Kirkham - Director of Business Development

Helen Leigh - Office Manager

Brian Huntington - Online Editorial Director

Feldman Public Relations LA - Public Relations

For international rights inquiries,

please contact: foreign@skybound.com

WWW.SKYBOUND.COM

INVINCIBLE #104, July 2013. Published by Image Comics, Inc. Office of publication: 2001 Center Street, 6th Floor, Berkeley, CA 94704. Copyright © 2013 Robert Kirkman, LLC & Cory Walker. All rights reserved. INVINCIBLE™ (including all prominent characters featured herein), its logo and all character likenesses are trademarks of Robert Kirkman, LLC & Cory Walker, unless otherwise noted. Image Comics® and its logos are registered trademarks and copyrights of Image Comics, Inc. All rights reserved. No part of this publication may be reproduced or transmitted in any form or by any means (except for short excerpts for review purposes) without the express written permission of Image Comics, Inc. All names, characters, events and locales in this publication are entirely fictional. Any resemblance to actual persons (living or dead), events or places, without satiric intent, is coincidental. DIGITAL EDITION









THE GRAYSON HOME.



WAS GOING TO MAKE A SANDWICH, BUT THERE'S NO LUNCHMEAT.



HOW OLD IS THIS CHINESE TAKE OUT?



WERE YOU GOING TO TRY SOMETHING BECAUSE MY BACK WAS TURNED?

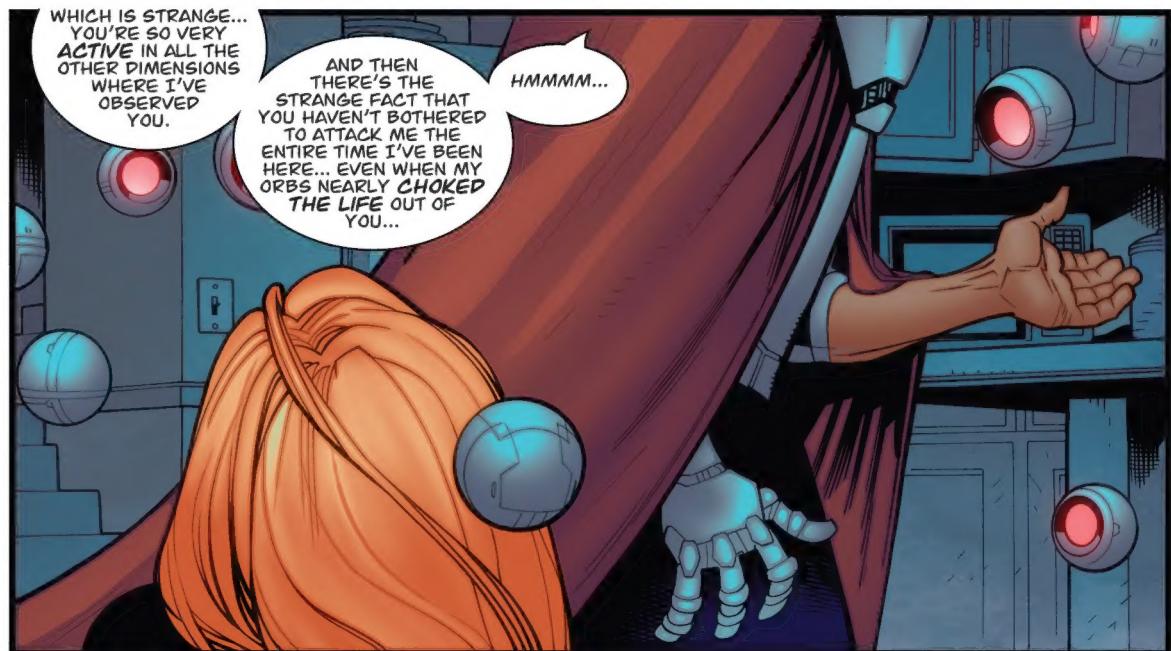


PID YOU NOT NOTICE THE ORBS? ASIDE FROM BEING AN EXTREMELY EFFECTIVE OFFENSIVE WEAPON... THEY ALSO ALLOW ME TO SEE THROUGH THEM.

I USED TO HAVE TO WATCH MONITORS TO SEE THEIR FEEDS, BUT I'VE BEEN UPGRADED.

YOU WERE CONSIDERING BLASTING ME WITH SOME KIND OF ENERGY YOU CAN GENERATE WITH YOUR HANDS. YOU HAVE POWERS.







A LOT OF IT WAS JUST BACKWARDS DIMENSIONS, GOOD WAS BAD, THAT KIND OF THING, AND THEN A BUNCH OF THEM WERE RELATED TO HIS FATHER AND THE VILTRUMITES... THEY TOOK A DIFFERENT TACTIC, DIDN'T ALLOW HIM TO GROW UP ON EARTH BEFORE THEY TOOK OVER, ETC.

BUT A LOT OF THEM, WAY MORE THAN I WOULD HAVE EXPECTED, HAD TO DO WITH YOU. YOU WERE HURT OR YOU WERE KILLED... AND HE JUST SNAPPED.

USING YOUR POWERS WOULD KILL THE CHILD... BUT IF YOU DIDN'T USE YOUR POWERS... THEY WOULD KILL YOU BOTH. YOU WERE SO CONFIDENT THAT YOU ACTUALLY BELIEVED YOU COULD GET OUT OF IT WITHOUT YOUR POWERS.

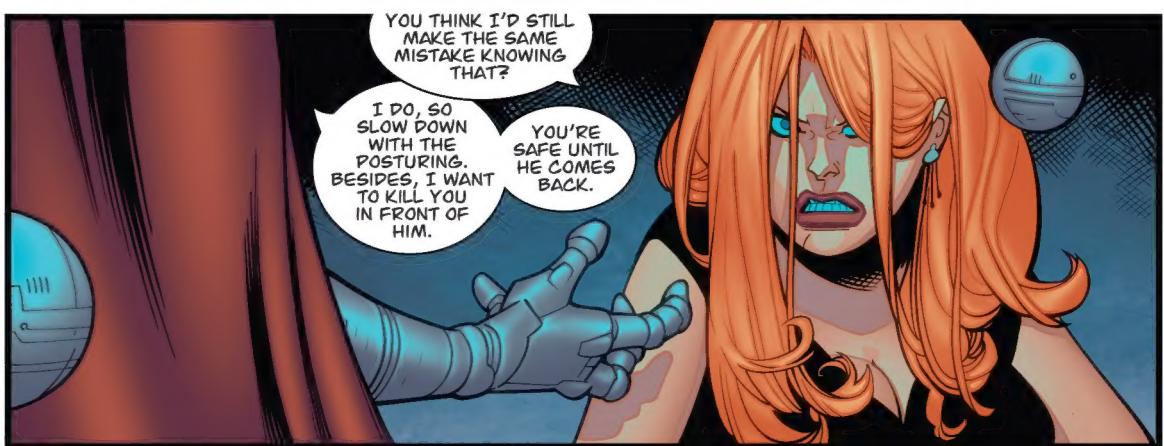
THERE WAS ONE IN PARTICULAR, WHERE THE LIZARD LEAGUE WAS FAR MORE DANGEROUS THAN THEY ARE HERE--THEY CAME AFTER YOU, AND YOU WERE PREGNANT.

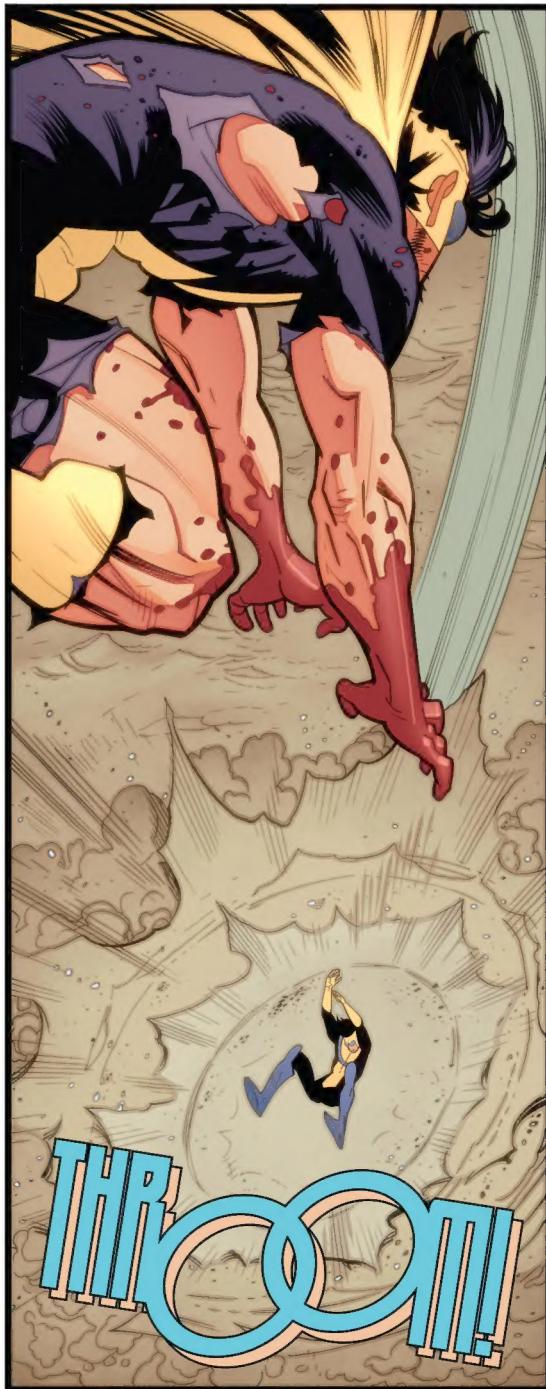
AND YOU DIED... TAKING YOUR UNBORN CHILD WITH YOU.

YOU THINK I'D STILL MAKE THE SAME MISTAKE KNOWING THAT?

I DO, SO SLOW DOWN WITH THE POSTURING. BESIDES, I WANT TO KILL YOU IN FRONT OF HIM.

YOU'RE SAFE UNTIL HE COMES BACK.







I'M NOT GOING TO LIE. I HELPED HIM EAT THE FIRST ONE. WE ALL DID... GUY WAS A JERK, WE WERE STARVING TO DEATH. IT WAS HIM OR US.

I HATED THAT GUY SO MUCH I ALMOST DIDN'T WANT TO EAT HIM BECAUSE I HATED HIM SO MUCH. YOU GET IT?

UH, YEAH...

I'M SORRY, IT'S JUST BEEN SO LONG SINCE I'VE TALKED TO SOMEONE... IT'S REALLY NICE TO BE ABLE TO TALK.

I'M SO THIRSTY.

YEAH, I GET THAT... THIS PLACE IS DRY... NOT A LOT OF WATER, HUH?

RIGHT. BEEN DRINKING MY SWEAT... OTHER STUFF...

CRAP. HE FOUND US.

URGHHH!





YOU WERE HAVING MEMORIES FROM COUNTLESS OTHER DIMENSIONS PUMPED INTO YOUR BRAIN!

DO YOU REALLY THINK SOMETHING DIDN'T GET MIXED UP ALONG THE WAY? HOW CAN YOU TRUST THAT YOUR MEMORY IS TRUE?

EVEN BY YOUR OWN ADMISSION, HE INTERFERED... THAT'S WHAT CAUSED THIS.

HE SHOULD DIE FOR THAT.

YOU KILLED MY BOYFRIEND.



NOT YET, I HAVEN'T.

NO, NOT MARK. MY EX-BOYFRIEND, REX.

HE WAS NEVER THE NICEST GUY, BUT... HE WAS A PART OF MY LIFE. HE WAS FAMILIAR TO ME, WE... GREW UP TOGETHER. HE TAUGHT ME SO MUCH AND...

...I'LL NEVER GET TO TALK TO HIM AGAIN. BECAUSE OF YOU. YOU TOOK HIM FROM ME. YOU BROUGHT THOSE EVIL INVINCIBLES INTO THIS DIMENSION AND HE GAVE HIS LIFE TO STOP ONE OF THEM.

I'LL NEVER FORGIVE YOU FOR THAT.









I WAS SUPPOSED TO
GET ACCESS TO OTHER
DIMENSIONS I COULD
CONQUER--THAT I
COULD ADD TO MY
EMPIRE!

NOW MY
EMPIRE IS IN
SHAMBLES!

WRAKK!

STOP!

IF YOU
KILL HIM,
YOU'LL NEVER
GET BACK
HOME!

KRASH!

OH,
YEAH...

WRAAMM!

FLUORAMM!

I HAD A PLAN ONCE. I WAS GOING TO MAKE THE WORLD A BETTER PLACE. I WAS GOING TO MAKE MYSELF RICH DOING IT... I'M NO SAINT.

BUT I HAD A PLAN...

...AND I LOST MY WAY.

ALL THE INFORMATION, FROM ALL THE OTHER DIMENSIONS... I WAS BOMBARDED AND SOME WIRES... THEY GOT CROSSED.

SOME... WIRES WERE CROSSED?!

OH, COME ON!

WAIT...











WRITE US @

INVINCIBLE@SKYBOUND.COM

INVINCIBLE

Hey! Cannibalism, Angstrom Levy...this story is far from over yet. But as this issue hits, we're in sunny San Diego for Comic Con. Invincible-related cosplayers are welcome to crash our panel Saturday and pay tribute to Robert. I couldn't be more happy than to see a Yeti seated in the front row.

I demand YETI cosplay!!

Captain Kirkman--

So...

Superman can't see through lead for some reason.

And in issue 101 you reveal that Sherry can see through skin and abdominal organs easily, but she can't see through...cotton? She has to lift up Eve's shirt to see through it?

Maybe it's really made of some sort of exotic material that merely wears like cotton. Because, honestly, a lot of people wear cotton, you know? Would seriously downgrade her powers, no? :)

Warm Regards,
Mered Parnes
Houston, TX

Sherry is not a super hero. Also, her power is not real... so we don't really know how it works do we? So can she see through cotton? Why couldn't she? How could that make sense? Well... maybe she analyzes cells, and uses them to GUIDE her vision to the things she wants to see. Maybe she has to see the actual SURFACE of the thing she wants to see inside. She can't just look through ANYTHING. Maybe she can see a wall, and see inside the wall, but not what's on the other side of the wall. There are thousands of ways her powers could work that would require that shirt to be lifted.

AHey Invincible Staff,

I'm a teacher and most of my class is obsessed with Invincible.

How obsessed? After reading #102, one of my student's pointed out, "When Thragg is telling Nolan his secret, it is the exact same stance that Nolan had in issue #66 when he told Allen the secret."

His name is Matt and he was very proud of himself. So I told him we would e-mail you to share his love for details and Invincible.

Keep up the great work guys. You have so many students here who desperately want to see more Invincible.

Mr. M

Sharp eyes, Matt. That issue has a lot of shot-for-shot callbacks to Invincible history. And shout out to all the comic obsessed kids in Mr. M's class!

Very awesome to hear! That shot has been used, I think... at least six times in the series. It first appeared as the first page of issue 2... and was then mirrored in issue 11, and I think it was used somewhere else before it showed up again in issue 66. I think those visual call backs are a cool way to show "this moment is as important as the last moment that looked like this," it's a cool

way to call back to the history of the book. It also, I think, saves a little time at the drawing board. And it's a move I've totally copied from Erik Larsen and Savage Dragon. You really should read that book.

Hi everybody,

Since my remarks only regard the writing, I will shortly give my praise to Ryan, Cliff and John for all they do right and good.

Robert, I've enjoyed almost all of your original work since Battle Pope, may GOD rest his holy ashes. That said, I really enjoy Invincible. It's the only superhero comic book I've ever followed, I'm more on the underground comics part of the river.

One issue struck me though in #99. The way you've expanded the universe of this comic is really enjoyable and I love how everything is possible, how there is magic, parallel universes, super science shit and aliens all stashed into one. But being a European I come to ask myself how come all great superheroes are stationed in America?

Omni-Man, the super-superhero, coming to Earth and deciding to reside there - OK, but I mean there seem to be endless ways to become a superhero - science, magic, etc. There must be superheroes all over the world. There must be some sort of Russian Squad, a Chinese Superhero League, EU Superheroes and since there are also always small conflicts to solve, there will be weaker superheroes living in smaller countries, like Luxembourg, Syria or South Korea.

I mean (citing issue 99) "the Actioneers are in London"?? There must be a bunch of English chaps better abled than them. The Wolf CORPS are pretty abled, but come on... there is no Hong Kong badass to handle the situation. America can spare them to send them to China? Not the closest partner of the US Government. It is against the logic of this world, that it should happen like this.

The Guardians of the Globe are all over INVINCIBLE UNIVERSE. Hong Kong badass BEST TIGER even just had a spotlight issue (#4). They're an international peacekeeping force whose adventures frequently take them out of the best country on the planet, America

And this is also bugging me on another level.

Does America always have to save the whole world? Send its troops to non-American soil to defend good and help those, who cannot help themselves? Even in comic books?

That's all from me. Apart from that, thanks for everything. Keep it up. Love it.

Bestestest of Regards from Vienna,
Iossif Tomov

Well, this book is by Americans for an American audience. So that's the main reason for that kind of stuff. Cecil heads up the Global Defense Agency, which oversees the Guardians of the Globe... they actually can pop into countries when they need to... to protect them. It's their job. So that's how they'd go into China and various other places.

Seriously, though. You should read the two GUARDING THE GLOBE minis and INVINCIBLE UNIVERSE. The idea there was to introduce a

much more international cast. There are characters from all over in those books. Check it out!

Mr. Kirkman,

Thank you for Invincible.

But #102 has an extremely weak story line. I remember the explanation that the reason Thrall is so powerful is because he was bred to be the Regent, he was trained and etc. Now here emerges out the ultimate warrior after a planet wide blood sport.

How come the 4 Viltrumites suddenly show up on the scene? Were they patrolling and Thrall didn't know about them? Such a major storyline change, I wish it didn't feel so forced. Also a population which blindly obeys the order the 'son' of the king, spews stuff like 'we followed the wisdom of ...'

Zodd

You're just jealous cause Superman took you out Invincible style.

Yeah! SPOILERS!

Hi Penvincitals,

I just read issue 102 and that was again an amazing read. I have been reading since the beginning and having grown up with Mark and the crew have been awe struck by the scenes you guys set up time and again. The reason I decided to finally write in is because I have never really thought about how much I truly love this book. Almost 11 years later and Mark and his friends and family's adventures still bring me new experiences. In this case Nolan's eye floating outside the eye socket...the art crew should put a gold star on that one. Anyway I thank everyone past and present that has worked on the book and hope for more great adventures in the future.

PS...I read Tech Jacket ages ago and really loved that guy. When he popped in throughout the series it was always a welcome sight. Especially during the Viltrumite War. I'd love to see him pop in again or join a 'Team' to get some face time. I would buy that book too...just saying...

Cheers,

Chris Rubidoux II

Tech Jacket! I really love that guy. If we have the right story to tell with him...perhaps you'll see him down the road...

Perhaps...

Yesterday I went back and checked out Invincible #95 because I remembered it being great. I ended up reading #92-96 and my memory wasn't wrong. I really can't believe how incredibly well done those issues were. There was so much depth in the writing and the art was inspiring. It's a comic book masterpiece and it's definitely in my top 5 comic stories of all time. I love a good sci fi fantasy epic, and like all of the best, this story was carefully crafted to really convey the feeling of hundreds of years passing and the tremendous emotional weight of the experience.

My question is: have you guys at skybound or image considered releasing any of the Invincible story arcs as standalone graphic novels? I realize I could just pick up the tpb of #91-96, or the hardcover Ultimate collection, but as a lover of the comic and a collector, I'd love to have that story placed in a volume with a title of its own without issue 91 and maybe a little bit of the material from 92 cut out. As a TPB it's really only cool for people following the series because it's just the next numbers in order... but some people aren't into reading everything, and may read the first few issues and ask someone like me what some great Invincible books are so they can pick them up.

I guess I could compare it to Batman. Most Batman fans haven't

read every issue of Batman, and most of them don't follow the ongoing series.. instead they go buy "Hush" or "Long Halloween" or "Year One".

Still other people just get really snooty and only want to touch "graphic novels", not comics.

As I read 92-96, all I could think of was how much I'd love to have a hardcover edition of this story on my shelf next to all the other books that have gotten the hardcover treatment, rather than just being available as a piece of a collection. It stands on its own. Will this type of release ever happen for any Invincible stories?

Tanner

While I appreciate you're fondness for that storyline... it is part of the larger INVINCIBLE story. Things like HUSH, LONG HALLOWEEN and YEAR ONE are much more self contained and the creative teams of those stories didn't continue on the books past those storylines. Frankly, that's why Batman sucks as a comic and INVINCIBLE rocks (if I can sound so bold). How much better would Batman be if all those storylines were written by the same team and part of ONE book that came out monthly for TEN YEARS and they defined Batman for that long period of time and progressed his character in bold and interesting ways?

Glad you like that arc, but I feel like what makes it cool is that it's just volume 18 (or whatever volume it is) and there's way more where that came from.

I Can't Wait To Get My Hands On This Next Issue Its Going To Be The Best
I Hope Theres A Lot Of Fighting.

Bahram Henayat
Canada, London, ON

There was! Let's hear it for the bloo thirsty Canadian contingent!

Maybe not as much fighting as you might have expected...

Hi all,

I had fallen away from comic book collecting somewhere around issue forty of Invincible but have recently started again and have managed to catch up thanks to graphic novels and similar.

My main question is will we ever see any more Science dog? I would love to see a longer miniseries if not a full ongoing title, personally though I'd like for him to somehow become a fixture actually in Mark's own universe. Perhaps Angstrom and Walter could team up with the end result being that science dog and his team end up permanently in Invincible's world. It could be rather interesting to see how someone copes with knowing they are a comic book character, would also be cool to see how the writer Phillip Schaff copes with his creation being around too!

Thanks for such excellent comics and for still being there when I felt the pull to have a pull list again!

Chris

Science Dog is only behind Battle Beast in the characters I most want to see again. (And Tech Jacket...) So far, no Battle Beast. Kirkman is the Ruiner of Dreams.

Keep your eyes pointed toward... THE FUTURE!

Be here next month as Ryan Ottley blows your socks off by page 2. What he does with all those socks, nobody knows.

-Sean Mackiewicz

I love socks!

-Robert Kirkman

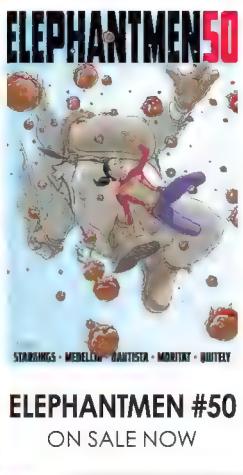
DON'T MISS THE NEXT ISSUE!



INVINCIBLE #105
ON SALE AUGUST 2013



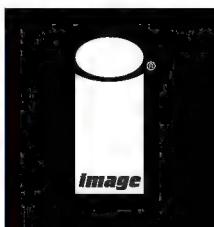
APHRODITE IX #3
ON SALE NOW

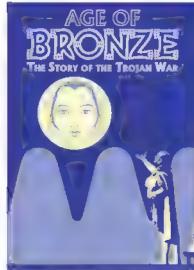


ELEPHANTMEN #50
ON SALE NOW



**NON-HUMAN
#4 (OF 4)**
ON SALE NOW





Age of Bronze #33



Aphrodite IX #3



Artifacts #29



Bedlam #8



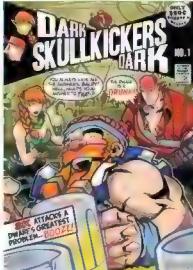
The Bounce #3



Chew #35



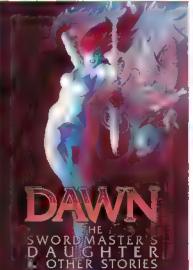
Clone #9



Dark Skullkickers Dark #1



The Darkness #114



Dawn: The Swordmaster's Daughter



The Dream Merchant #1 (of 6)



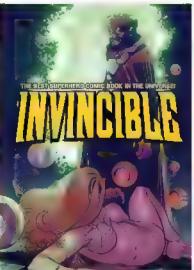
East of West #4



Fatale #16



Great Pacific #8



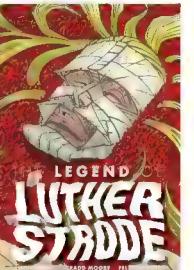
Invincible #104



Invincible Universe #4



Lazarus #2



The Legend of Luther Strode #6 (of 8)



Lost Vegas #4 (of 4)



The Manhattan Projects #13



Mara #6 (of 6)



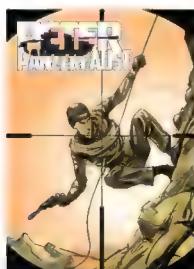
Mind The Gap #12



Morning Glories #29



Non Humans #4



Peter Panzerfaust #12



Prophet #37



Revival #12



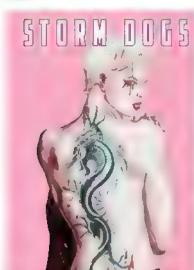
Savage Dragon #189



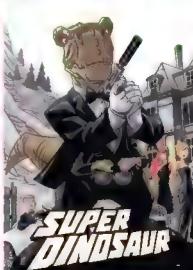
Sex #5



Spawn #233



Storm Dogs #6 (of 6)



Super Dinosaur #20



Ten Grand #3



Thief of Thieves #15



The Walking Dead #112



Witchblade #168

What They're Saying About...

THE BOUNCE

"Ever wanted to see a superhero use a bong? Well, now you can! Even if you didn't, it's still here, and this opening issue is really fun. It's edgy, mature and as realistic as a superhero book can be. While Jasper Jenkins might not be the most heroic of the do-gooders, he (certainly) seems to be fun, and this looks like a series to watch out for as Casey and Messina carve out a whole new genre of hero. Grade: A"

- Digital Noob

TEN GRAND

TEN GRAND "is another successful comic from Straczynski and Templesmith, and I have to hand it to them for giving their readers everything they wanted and then somehow more. With the doubts and surprises that have been added into the book, I feel like this is a comic that I'm into for the long haul. *TEN GRAND* is definitely one of the big debuts for 2013."

- Comic Book Resources

THE DREAM MERCHANT

"*THE DREAM MERCHANT* is a great book and Edmondson takes the material and presents it with respect to the reader. It's a story that feels complicated but reads clearly and defined. This is one head-trip you are going to want to take."

- Unleash the Fanboy

PETER PANZERFAUST

"PETER PANZERFAUST is one of the comics that we need more of in order to gain more readers."

- Team Hellions

JULY 2013



THE THIRD DEGREE MATT FRACTION

Matt Fraction is the writer of the acclaimed Image Comics series *CASANOVA* and is now the writer on three Marvel series: *Hawkeye*, *Fantastic Four*, and *FF*. He received the Best New Series Eisner Award for *The Invincible Iron Man* (with Salvador Larroca). He is the co-creator and writer of two new sex-and-crime-infused series for Image Comics, *SATELLITE SAM* with Howard Chaykin (*BLACK KISS II*, *CENTURY WEST*) and *SEX CRIMINALS* with Chip Zdarsky (*Prison Funnies*).

What are you working on right now?

SATELLITE SAM and doing a dialogue pass on an issue of *Hawkeye*. In a bit I'm going to a hardware store to buy some wood. That's not a metaphor or euphemism.

What's the best part of your job?

The writing.

What's the worst part of your job?

The writing.

How did you first discover comics?

I don't remember. They were always around -- strip collections at first. I was a really visual kid and started off my education on a fine arts trajectory. I drew constantly. Comics started showing up to add fuel to that fire at a really young age. Two, three, something like that.

If you weren't working in comics what would you be doing?

Probably still making commercials and music videos and stuff.

What's the best thing a fan has ever said to you?

It's all the best, are you kidding me? To have an audience at all routinely blows my mind. Actually the best thing a fan ever said to me is kind of personal, so, y'know. Deflect! Deflect!

Who is the biggest influence on your work?

I don't know.

What is the single work of which you're most proud?

CASANOVA, thusfar.

What is one of your guilty pleasures?

Eating like a teenager.

What was the last comic book you bought?

Copra #5.

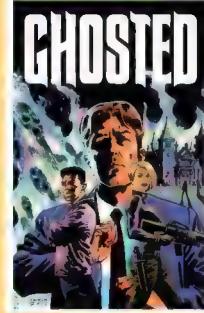
the i word WHAT'S NEXT

SATELLITE SAM #1



NYC 1951
The star & beloved daily television serial "Satellite Sam" turns up dead in a flophouse filled with dirty secrets. The police think it was death by natural causes, but his son knows there was something more... if only he could sober us long enough to do something about it. This noir mystery shot through with sex and violence exposes the seedy underbelly of the golden-age of television.

GHOSTED #1



A horror/crime mashup that's equal parts Ocean's 11 and The Shining. Jackson T. Winters is one of the greatest criminal masterminds to ever live... except he's rotting in jail after his last, doomed score. But when a filthy rich collector breaks him out, he's tasked with putting together an elite team of paranormal experts to do the impossible. Steel is ghosted from a haunted house of horrors!

SHELTERED #1



A pre-apocalyptic tale of survival at ANY cost. The men and women of Safe Haven have been preparing for any and all end-of-world scenarios for years. However, their bunkers, weapons and "training" can't save them from the one threat they never could have expected: Their own children.

ELEPHANTMEN #50



"BLUE COLLAR BLUES"
The work of an Elephantman who died quietly after living a solitary life in a Soho downtown Los Angeles paints a different picture of the lives of all the Elephantmen. PLUS: A flip cover by LADRÖNN, a gallery of art, and ELEPHANTMEN #1 re-presented in celebration of our 50th issue!

JUMP RIGHT IN! ELEPHANTMEN 50



STARKINGS • MEDELLIN • BAUTISTA • MORITAT • QUITELY

64 PAGES for \$5.99 • ISSUE #1 ON THE FLIPSIDE • PREVIEWS #MAY13 0418

HIP FLASK AND ELEPHANTMEN ARE TM AND © 2013 ACTIVE IMAGES. ALL RIGHTS RESERVED.
FLIP SIDE NEWS • ELEPHANTMEN • ELEPHANTMEN • ELEPHANTMEN • ELEPHANTMEN



THE BATTLE TO END ALL BATTLES

GLORY



#WHATSNEXT

VOLUME TWO
JULY 2013

GLORY™ © 2013 Rob Liefeld. All rights reserved.
Image Comics® and its logos are registered trademarks of Image Comics, Inc.

39 MINUTES™

Robbing the bank was the easy part.
It's the getaway that's hard.

An all-new original
graphic novel from
WILLIAM HARMS & JERRY LANDO

JULY 2013
#WHATSNEXT



39 MINUTES™ and © 2013 William Harms and Top Cow Productions, Inc. All rights reserved. Top Cow Productions® and its logos are registered trademarks of Top Cow Productions, Inc. Image Comics® and its logos are registered trademarks of Image Comics, Inc.



Image

PRE-ORDER NOW

THE BUREAU

— XCOM DECLASSIFIED —



BLOOD AND GORE
STRONG LANGUAGE
VIOLENCE

IN STORES AUGUST 20TH

© 2008-2013 Take-Two Interactive Software, Inc. Developed by 2K Marin.
XCOM, The Bureau: XCOM Declassified, 2K Marin, 2K Games, Take-Two
Interactive Software and their respective logos are all trademarks of
Take-Two Interactive Software, Inc. All rights reserved. All other
trademarks are property of their respective owners.



JOSHUA WILLIAMSON • GORAN SUDZUKA

GHOSTED™

ONLY THE LIVING CAN STEAL THE DEAD.

IMAGECOMICS.COM

RATED T+ / TEEN PLUS

JULY 2013
#WHATSNEXT

SKYBOUND™
Sean
2013

Ghosted™ and © 2013 Skybound, LLC. All rights reserved. Image Comics® and its logos are registered trademarks of Image Comics, Inc.

