



## MYRIAD DOOM book 3 of the Myriad trilogy

story & art © 2016 MATT HOWARTH

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

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









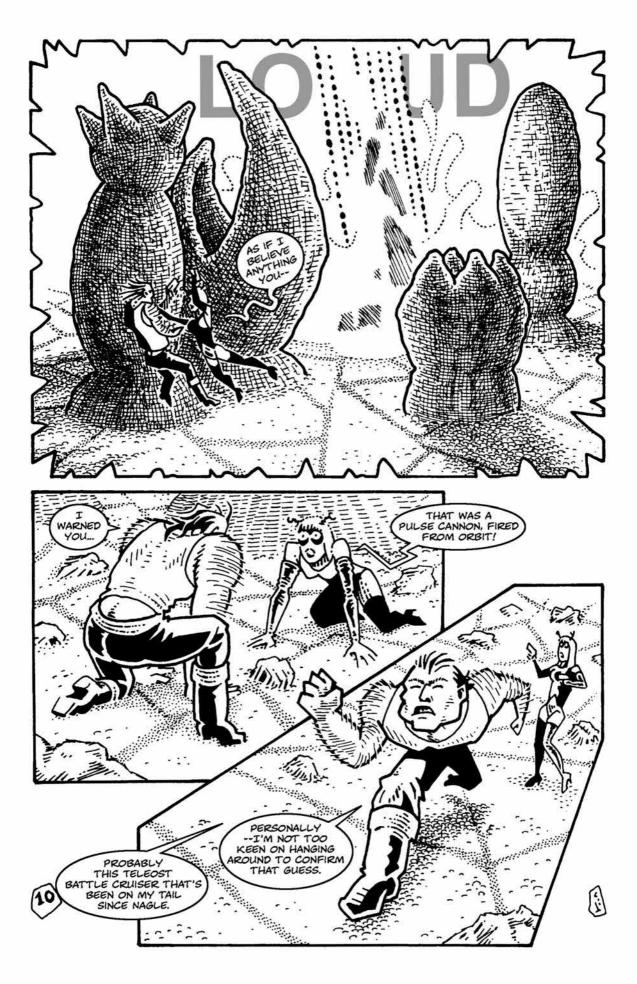




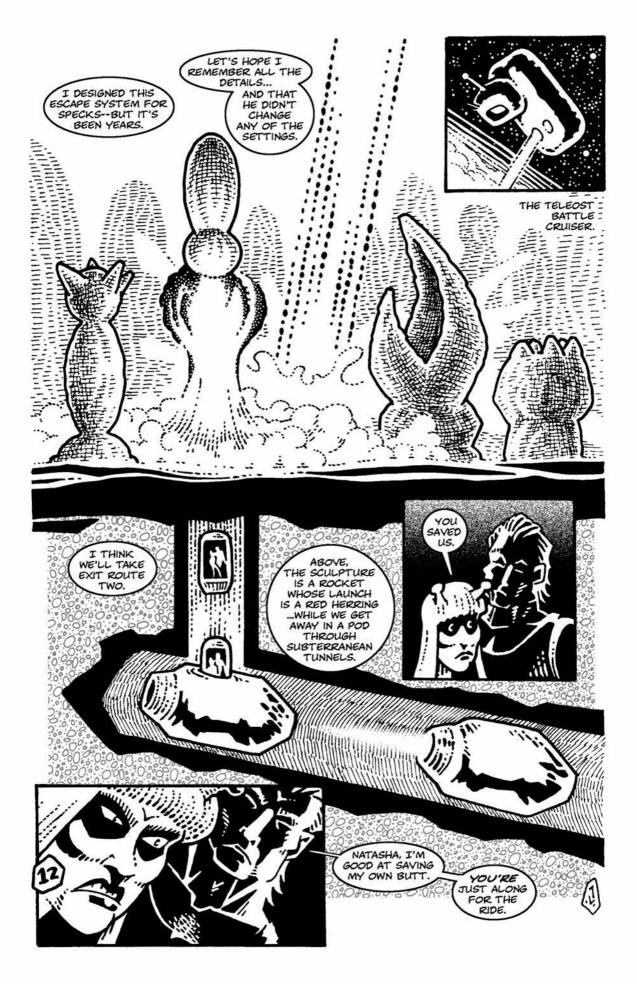
























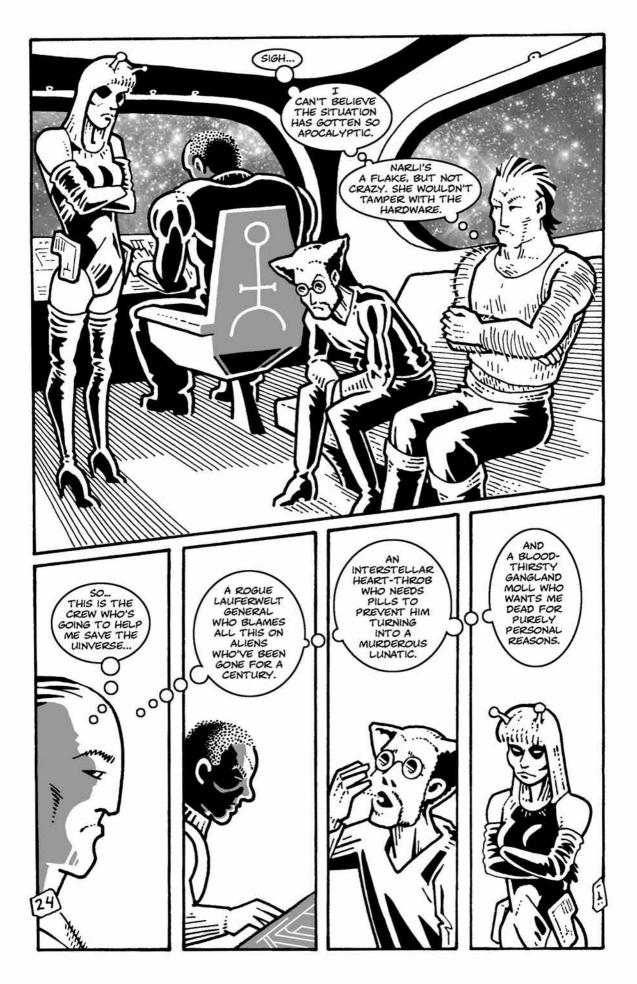


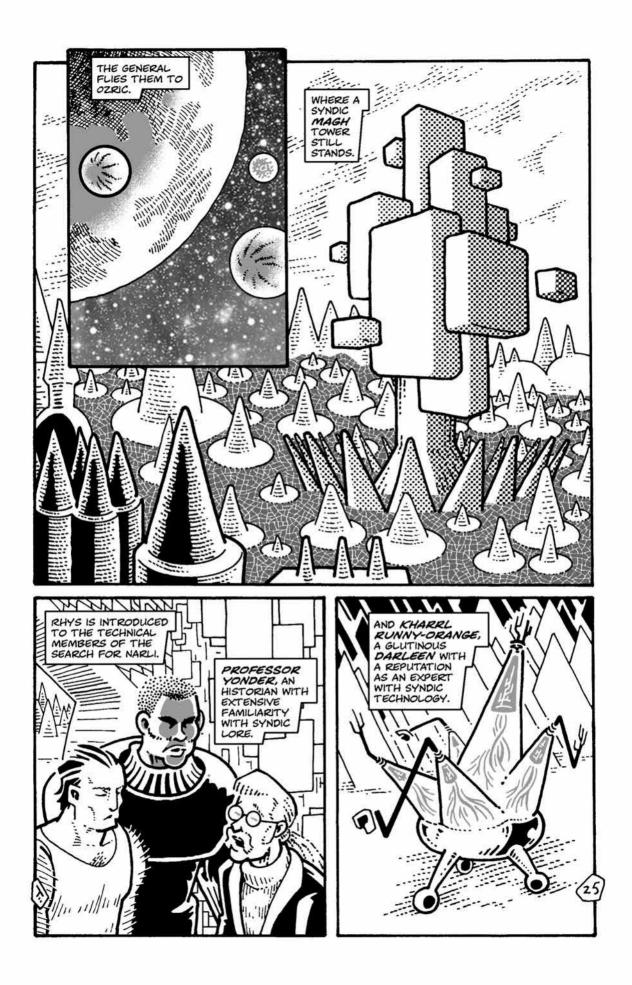








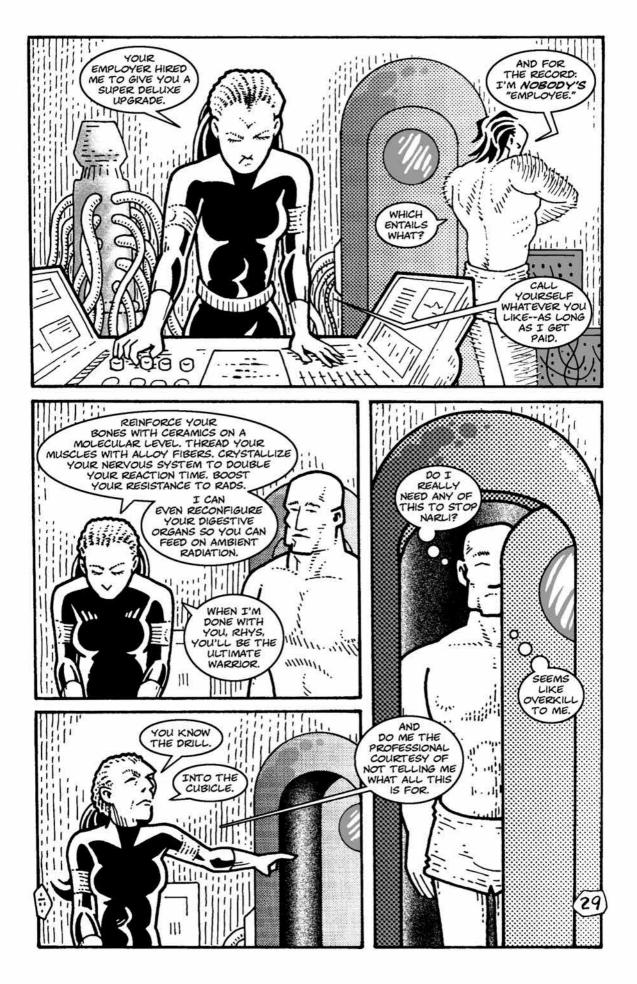




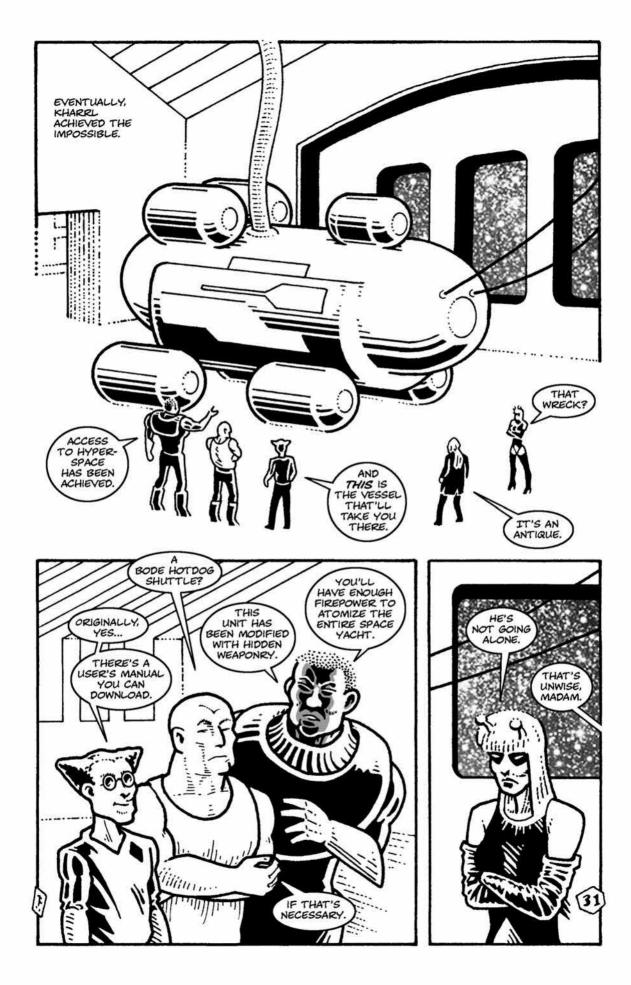


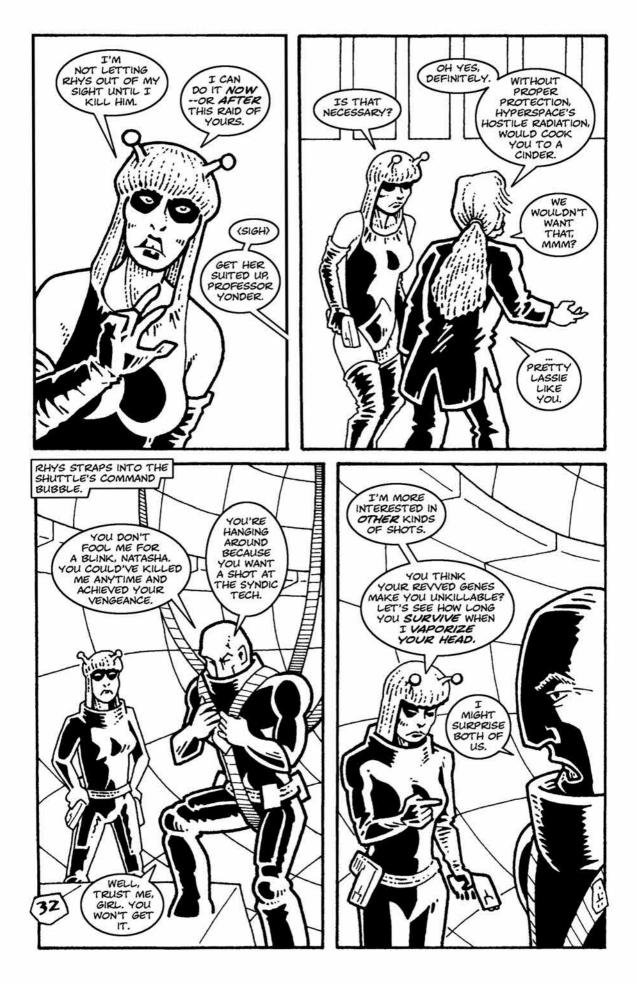


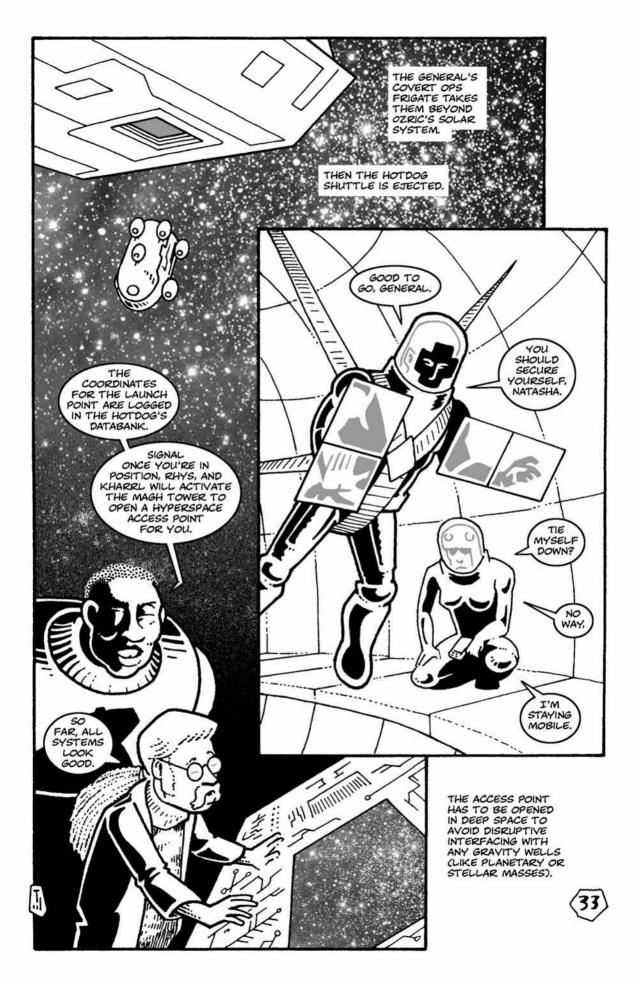




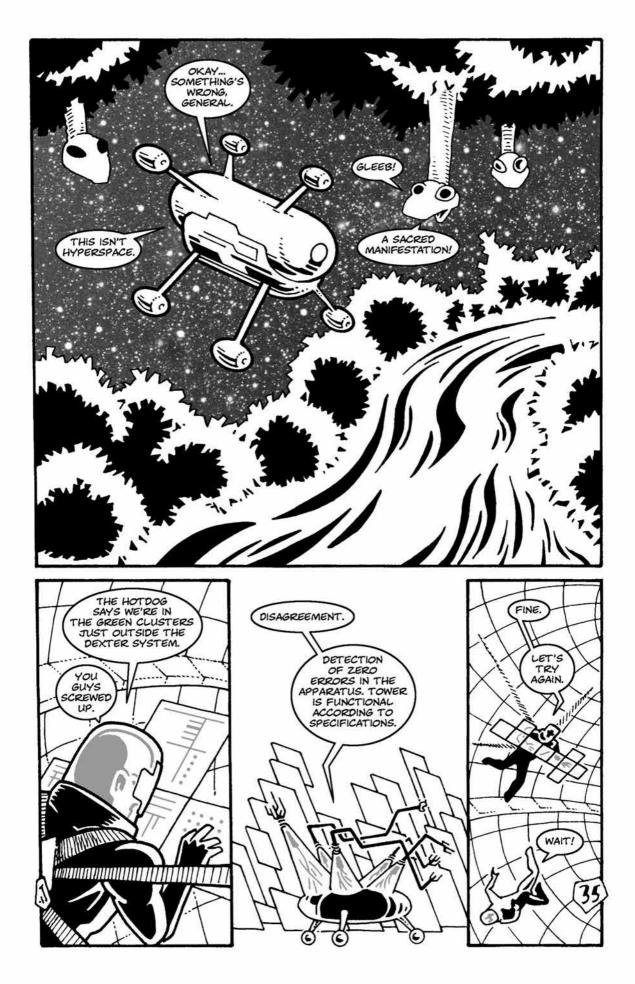


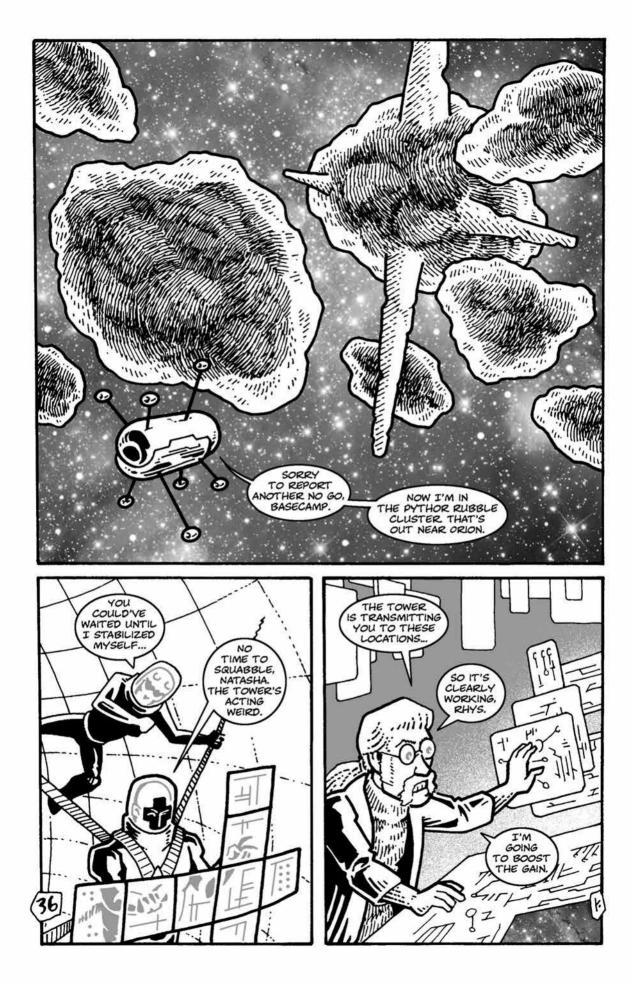


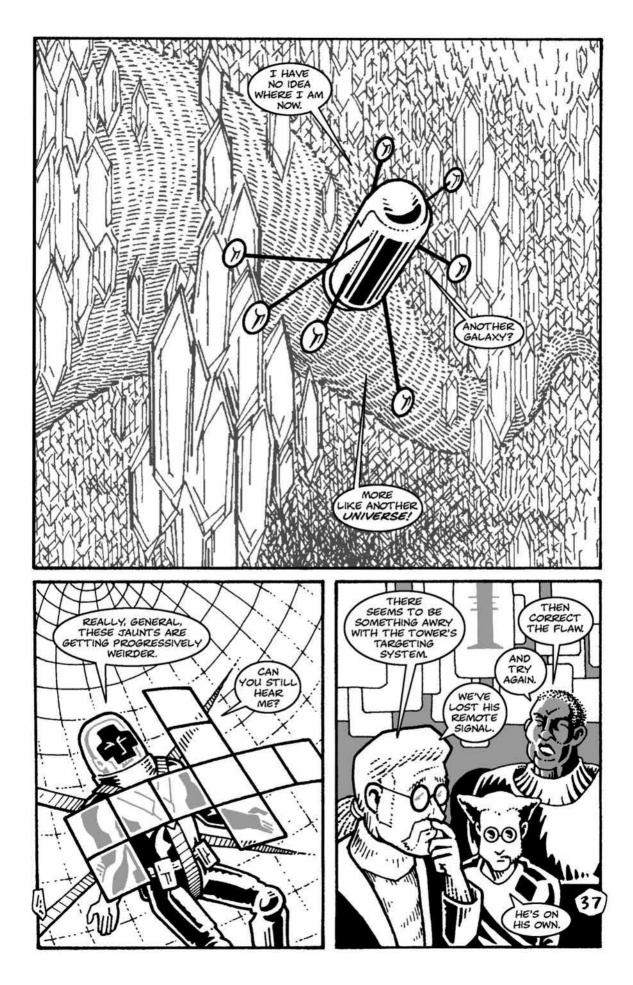


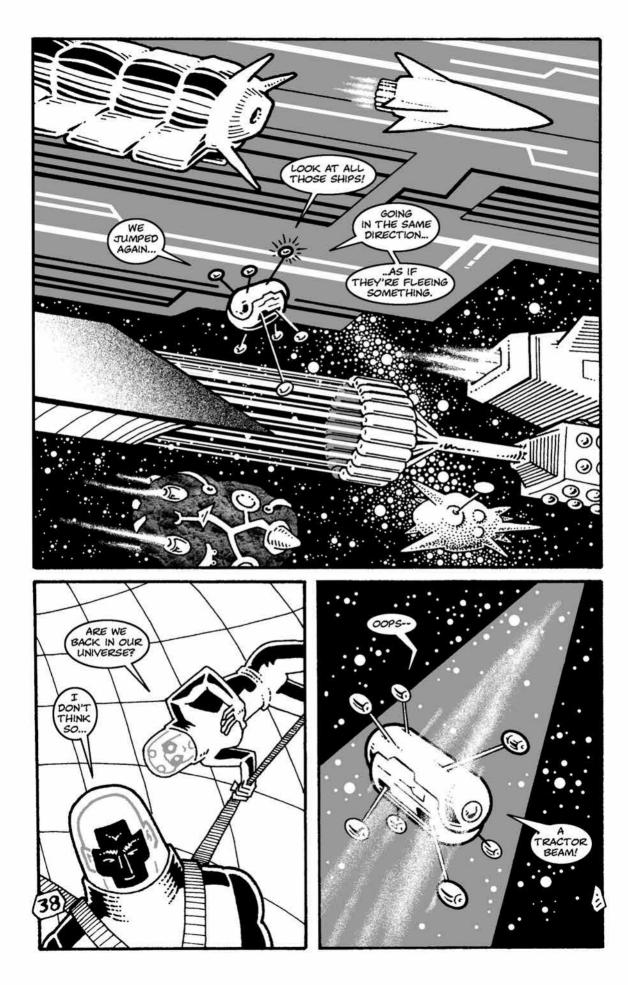


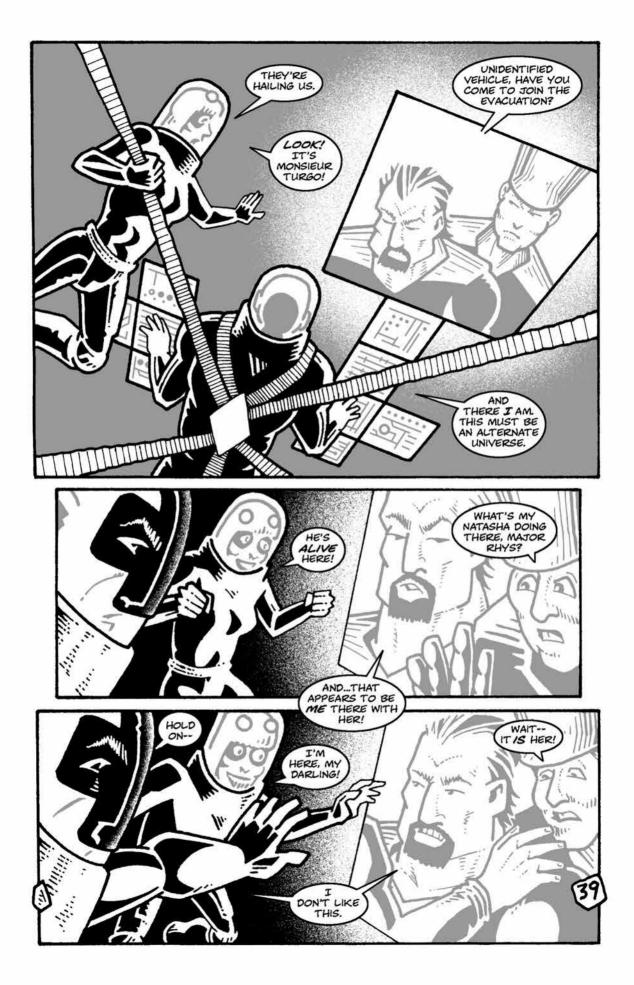






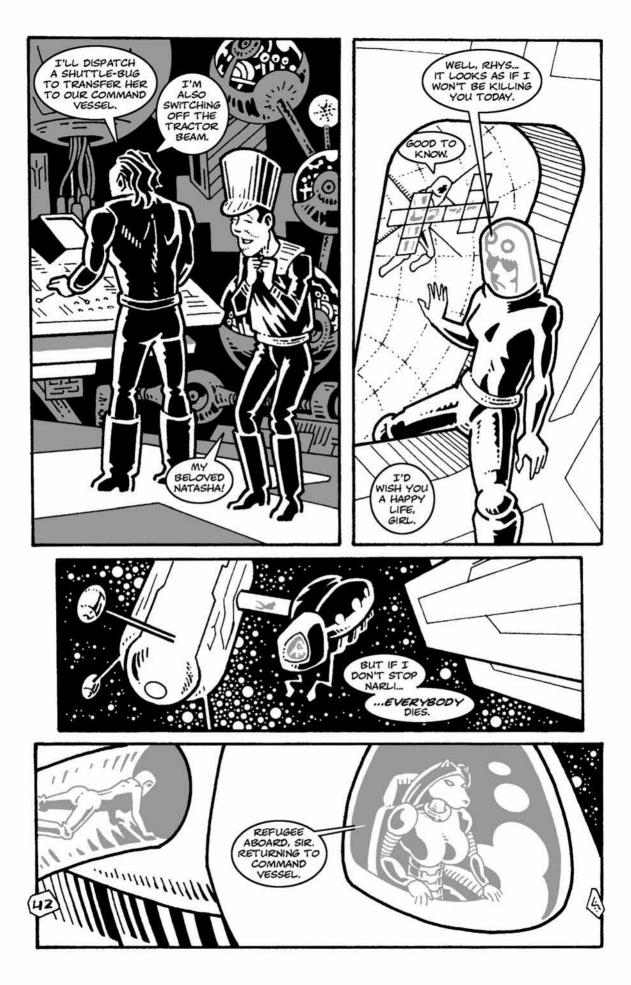




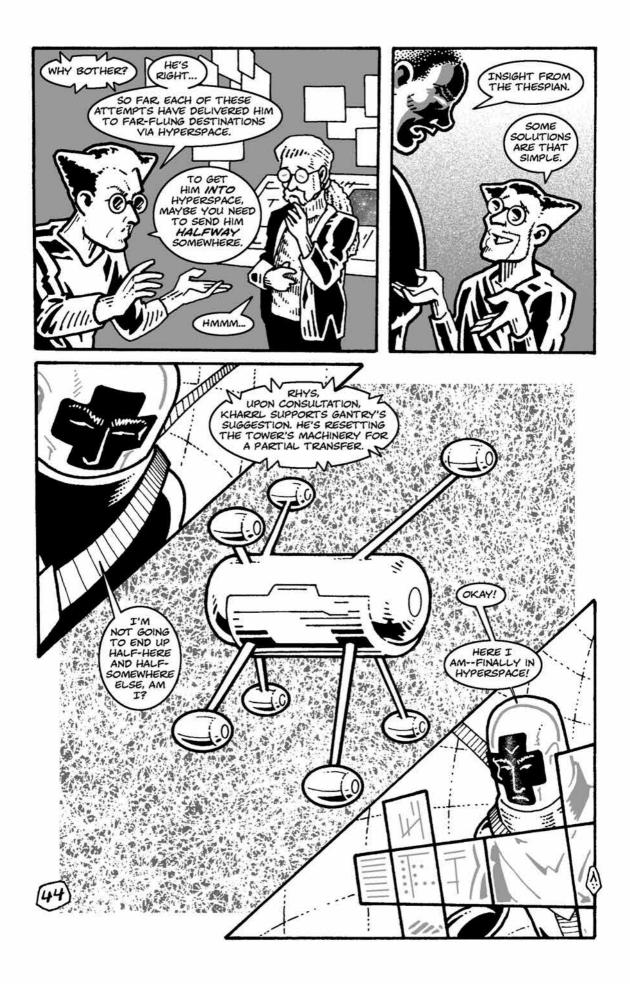


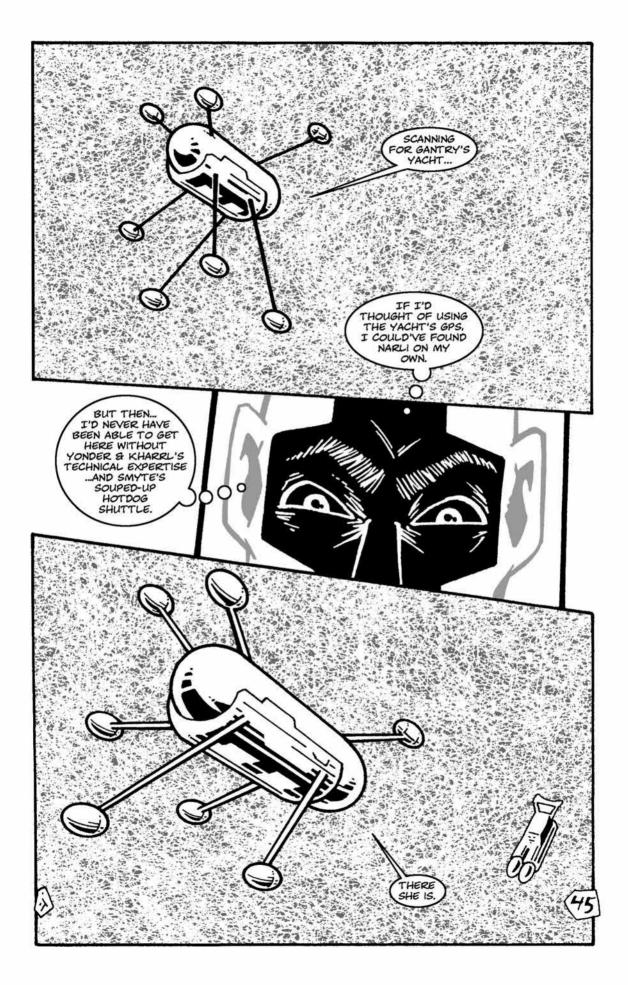




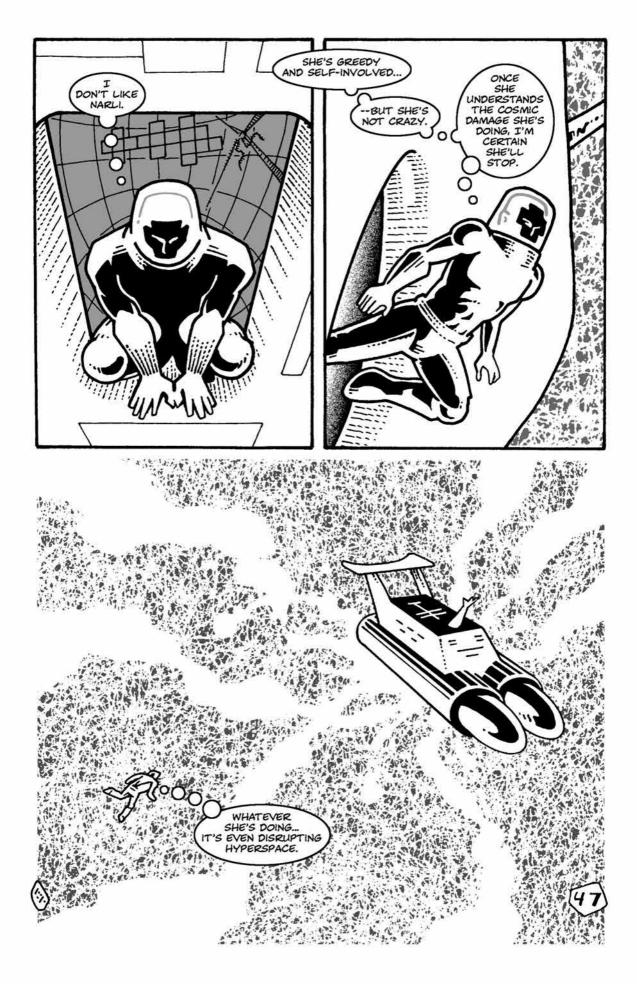


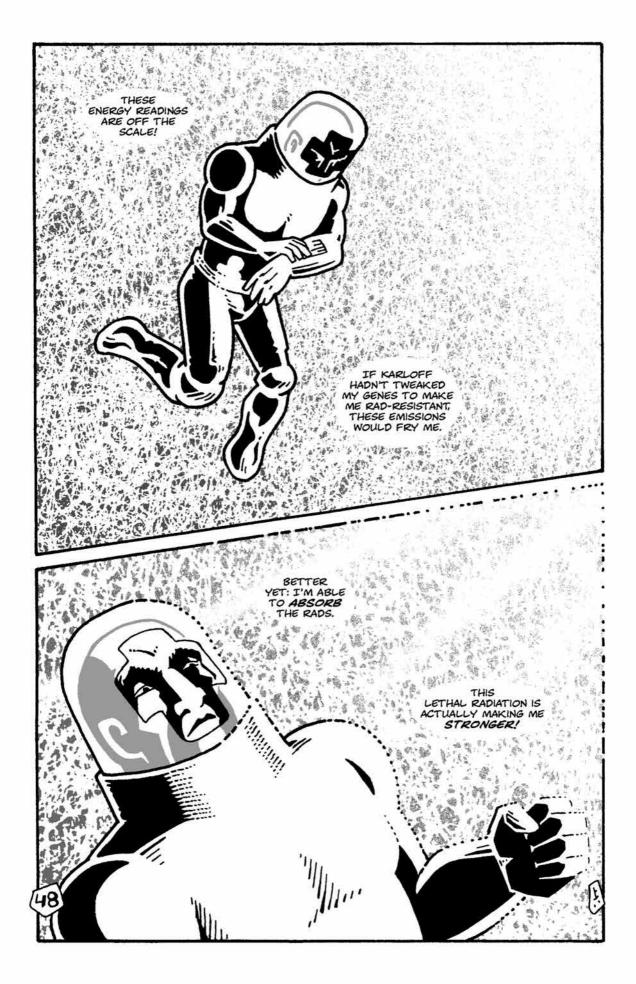








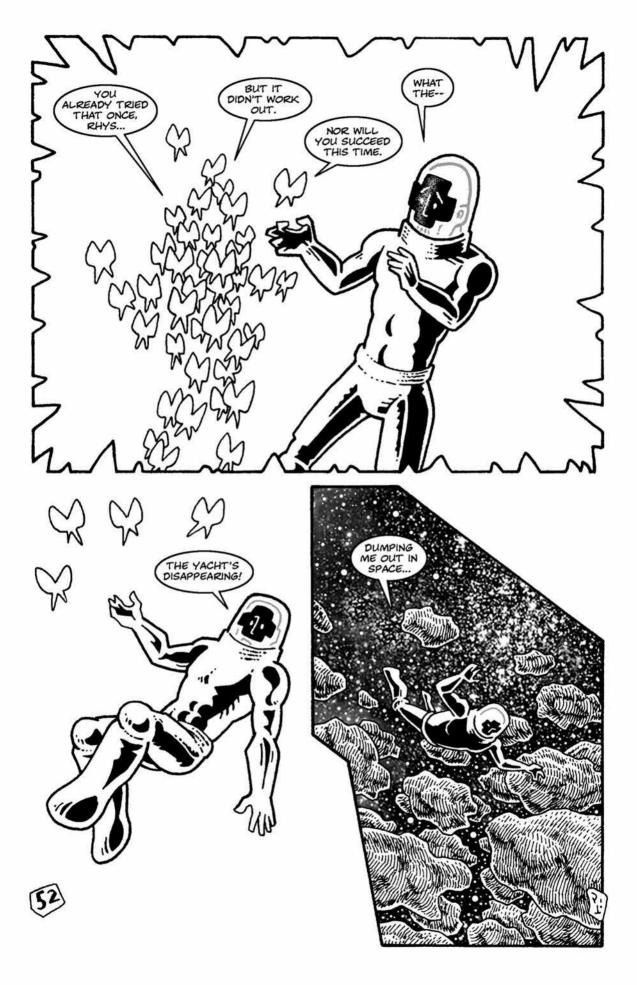






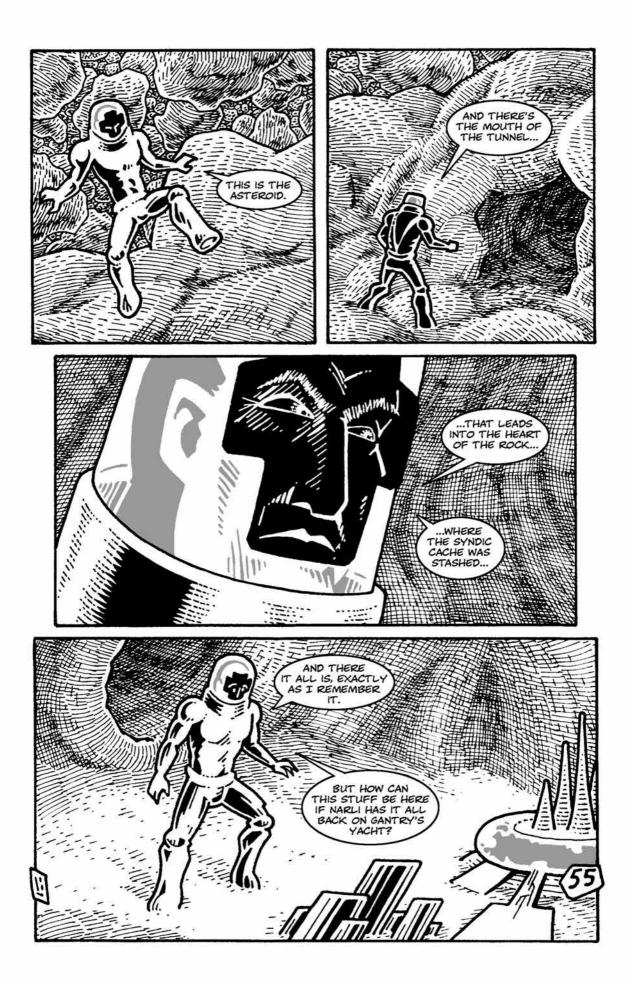


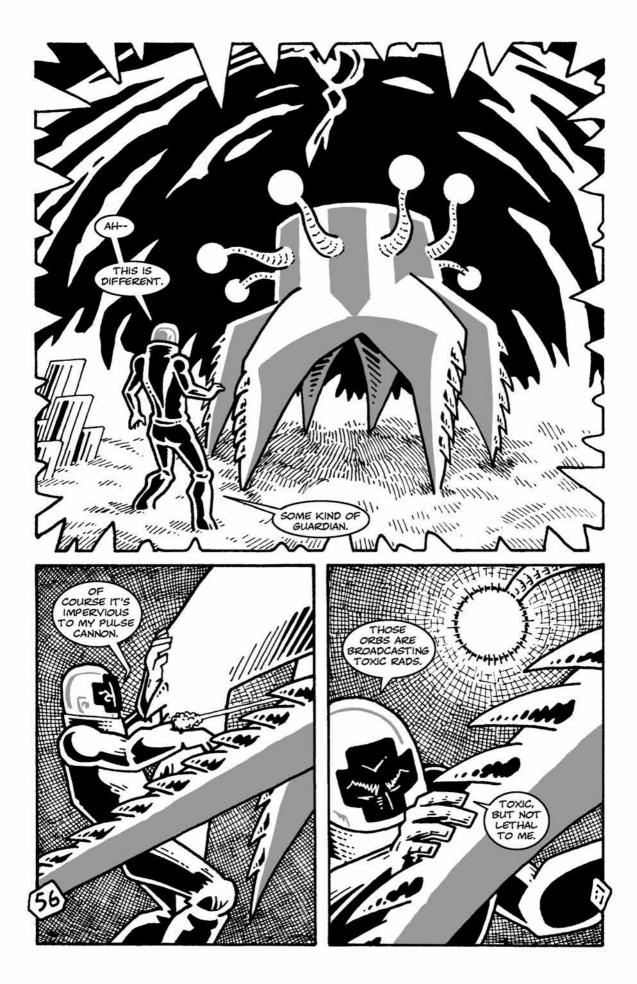


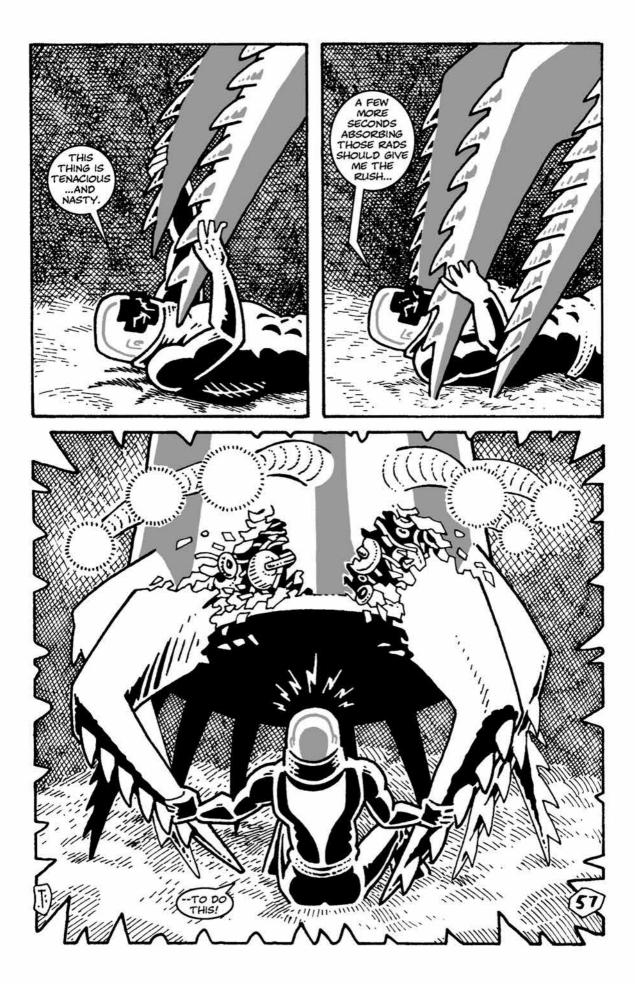




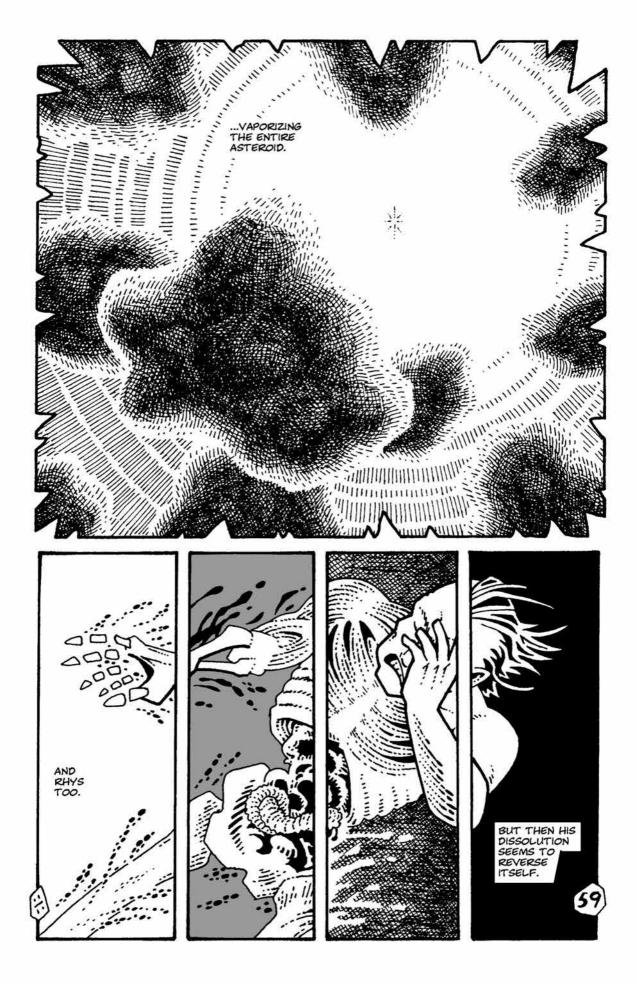




















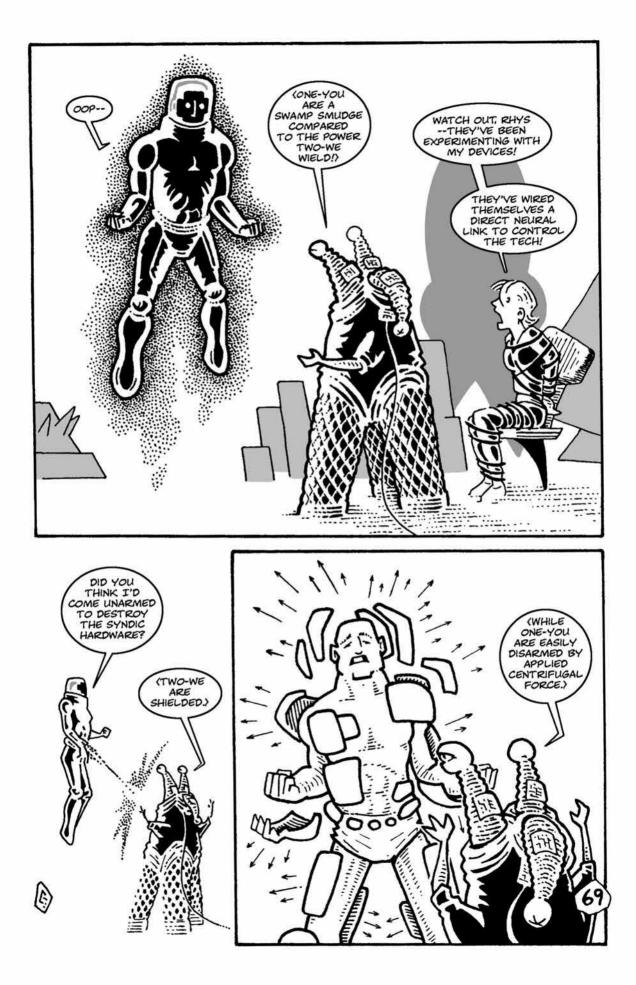




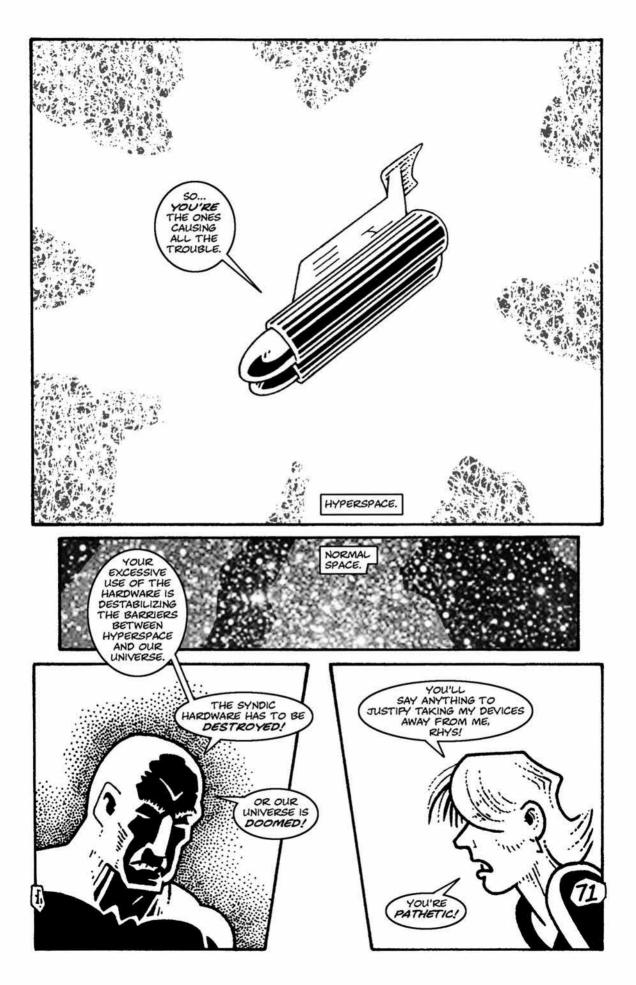


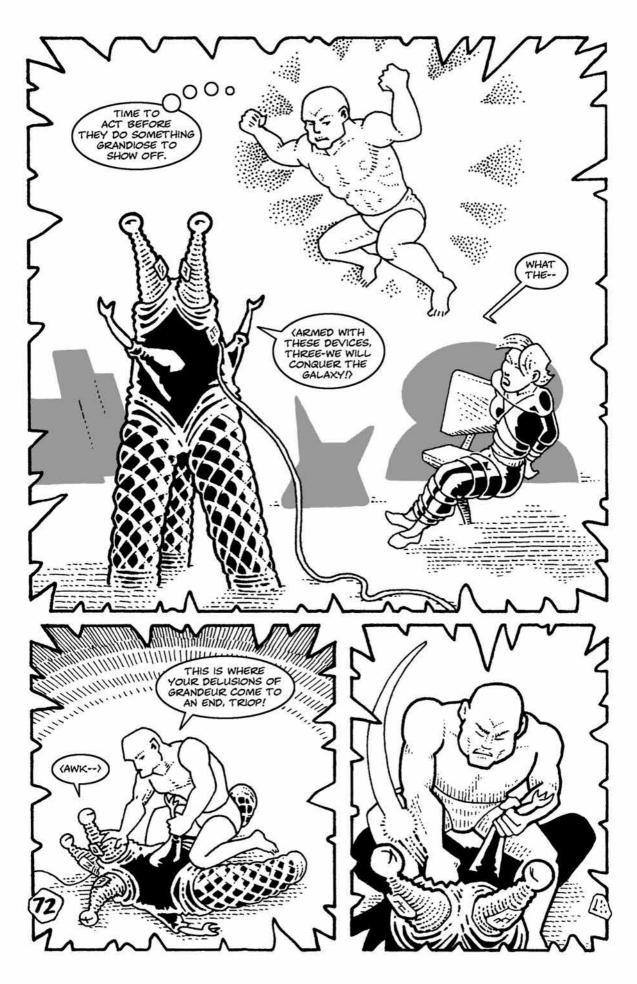




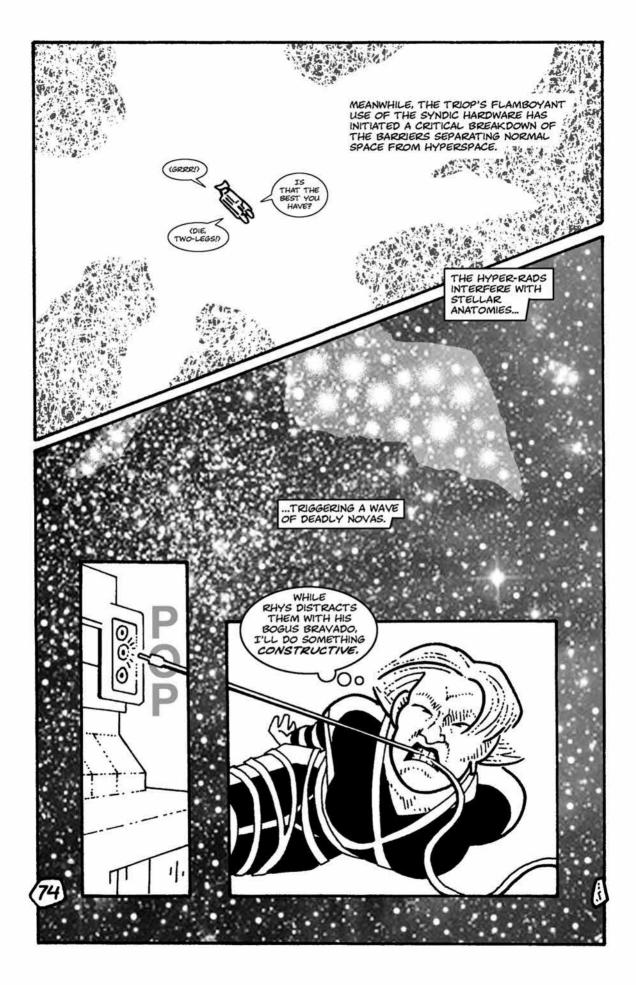






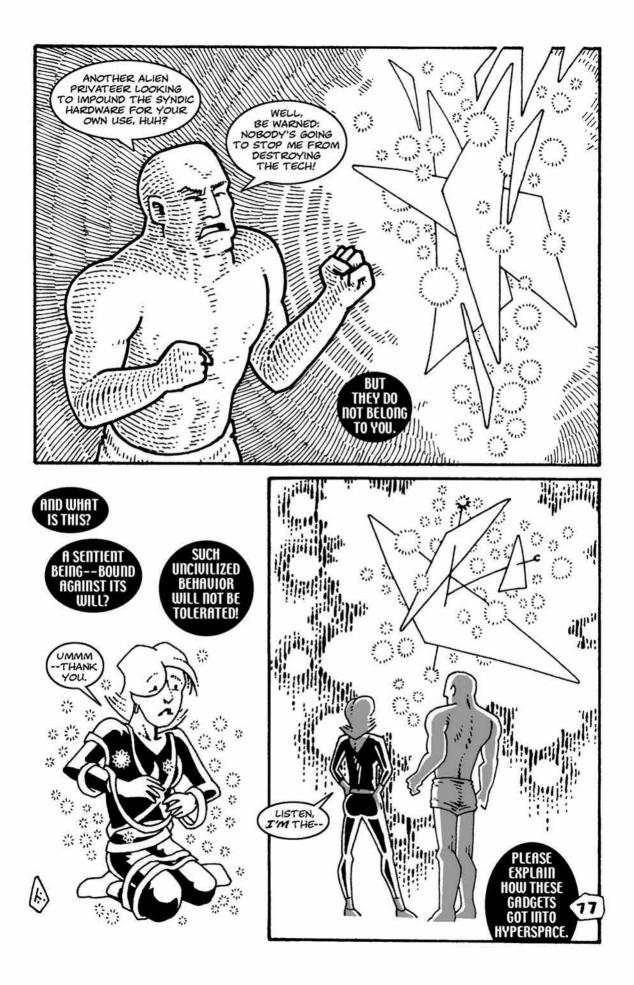


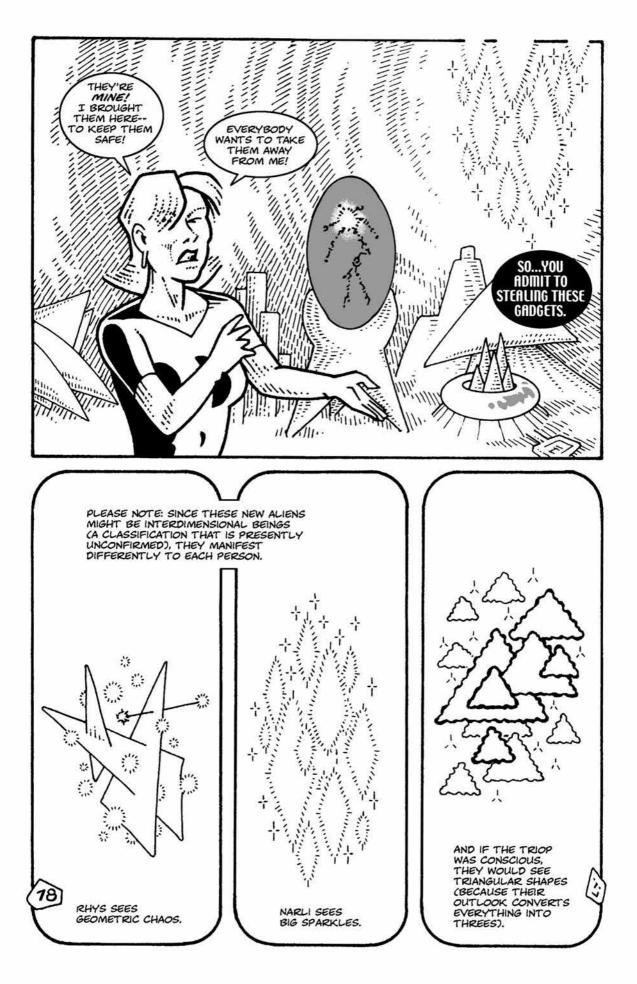


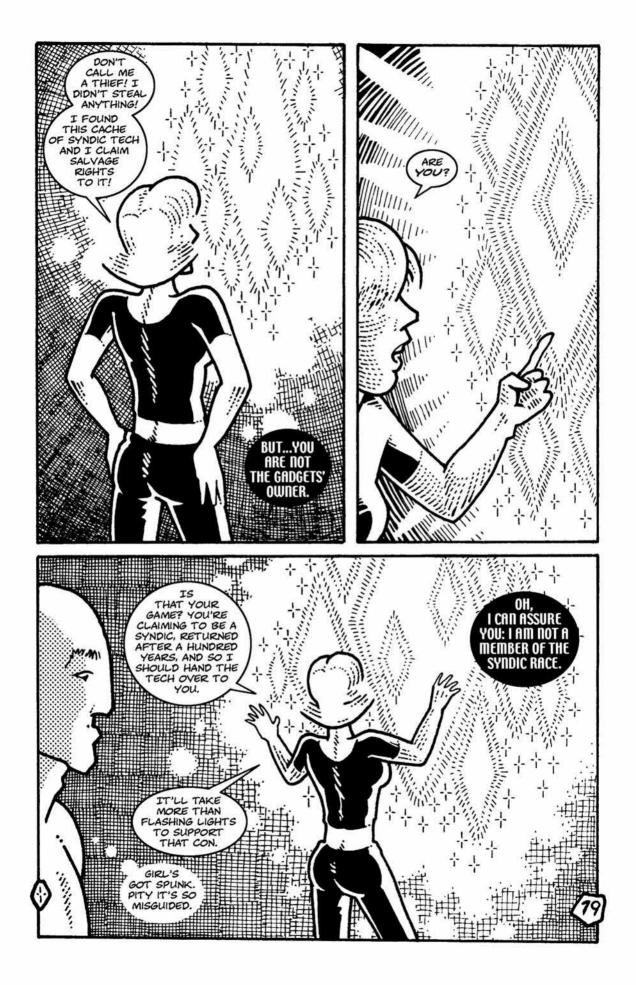




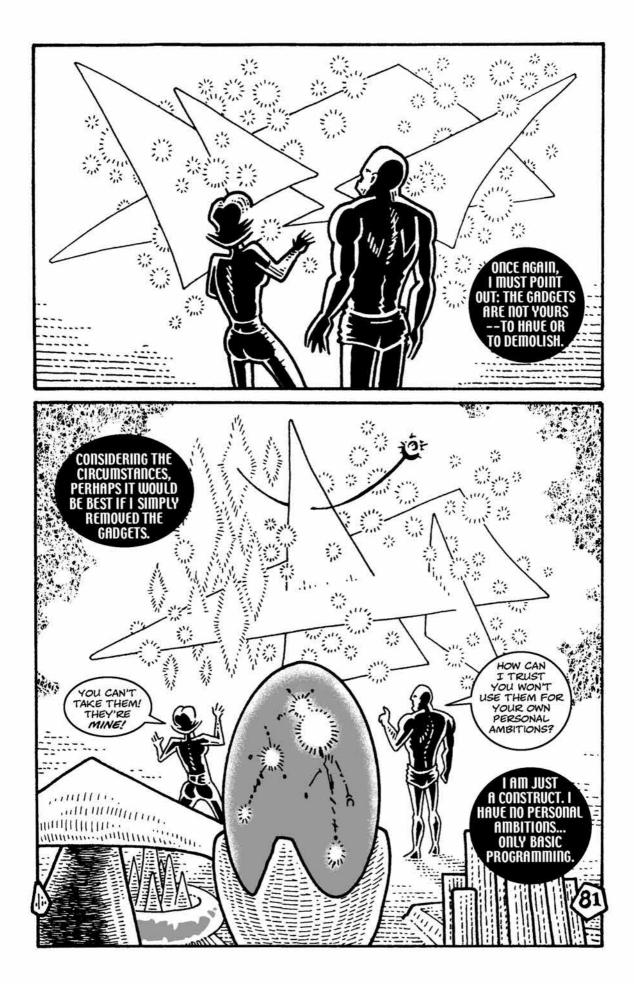




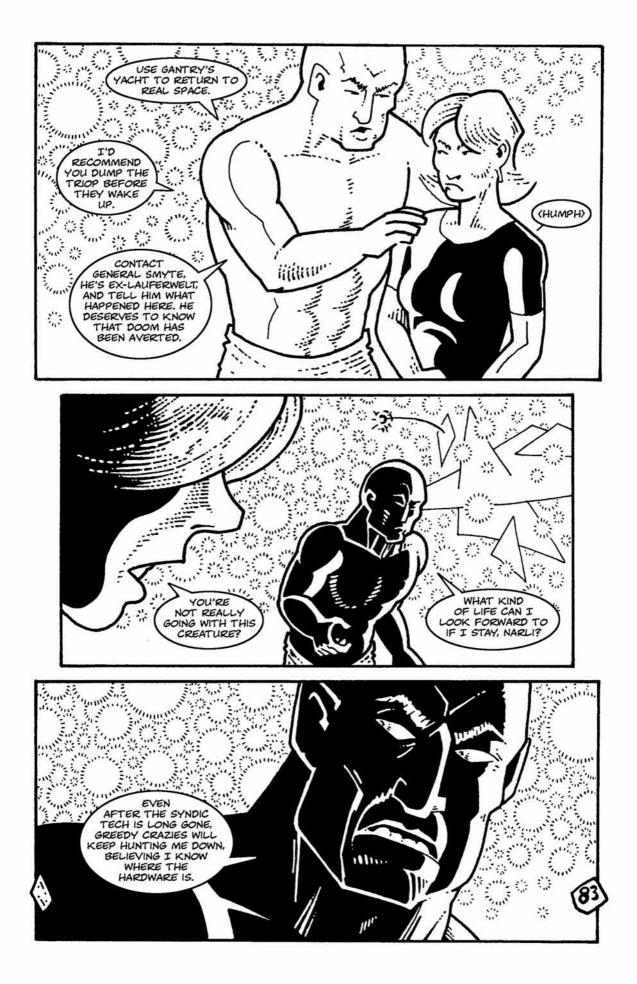


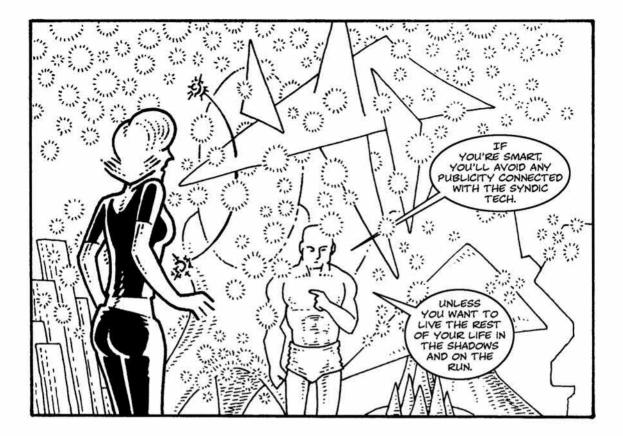








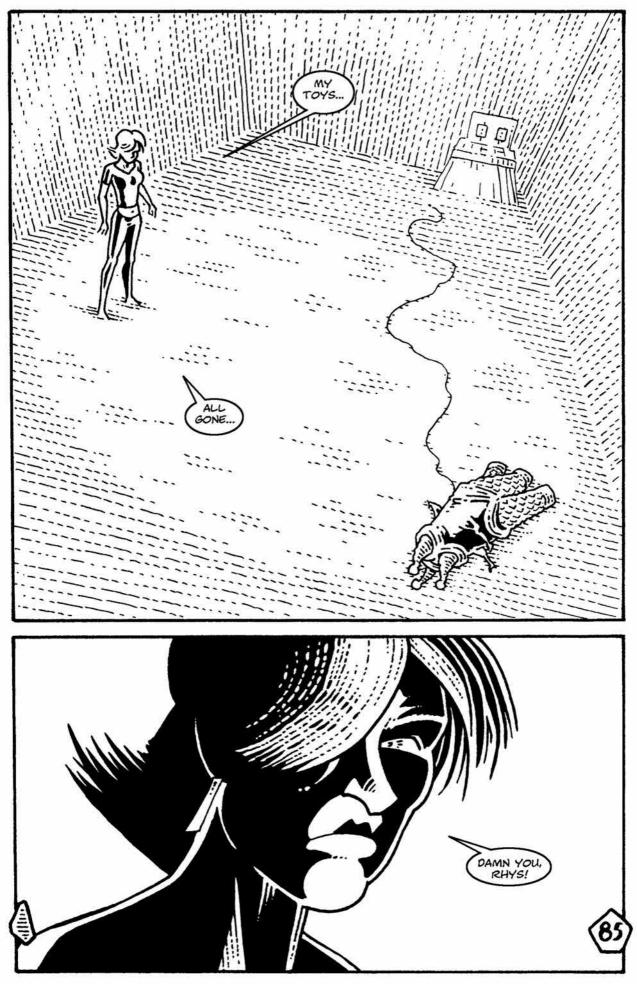


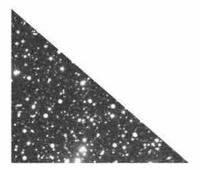




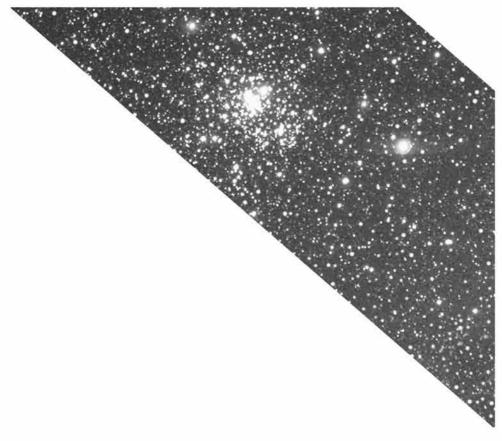








## MYRIAD OUTCOMES





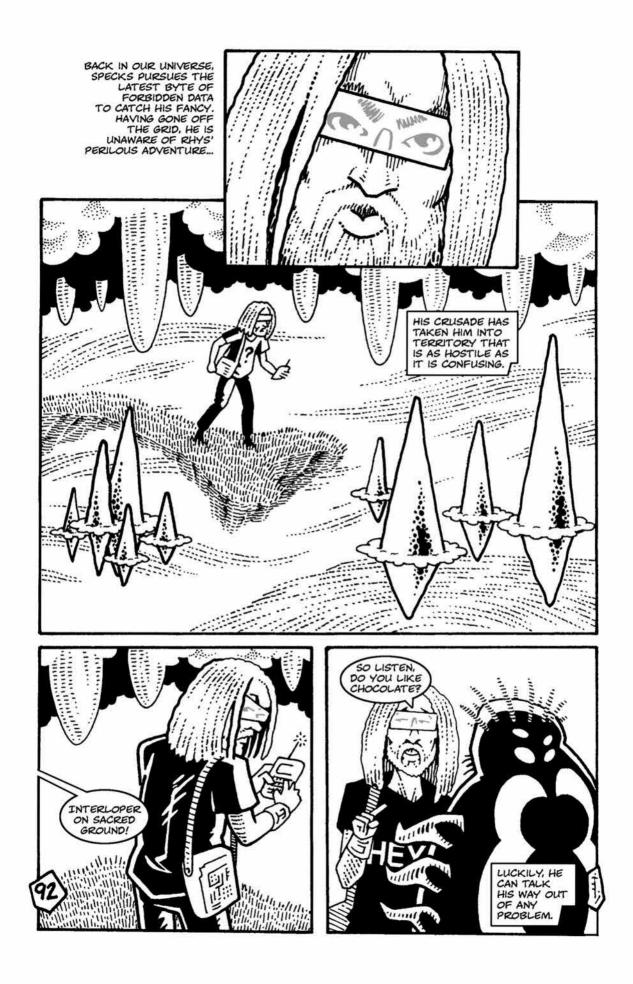


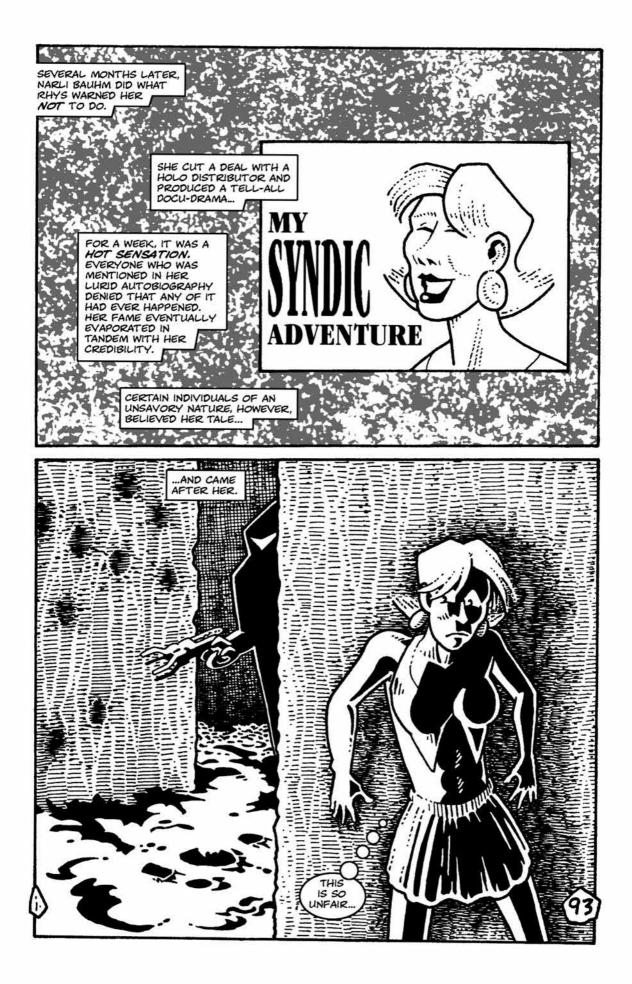




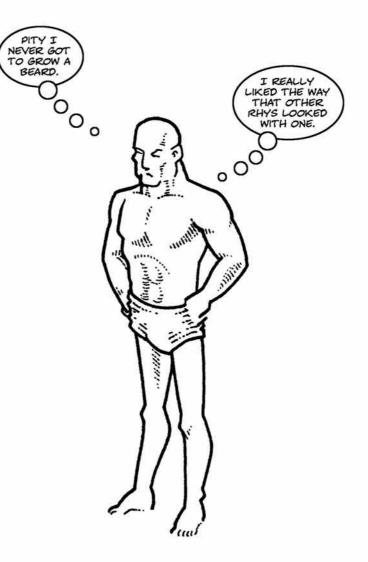








RHYS: STATUS UNKNOWN (AND IT'S BEST LEFT THAT WAY)...







## NOTES FROM THE ATTIC

.....Here you have it: the final chapter of my Myriad Trilogy.

The first two books (Myriad Quest and Myriad Threat) were done in tandem with crowdfunding campaigns. Among the pledge incentives for those books, people got cameo and integral character appearances in the story. (For the full—and quirky —anecdotes concerning this practice, see the Notes in those books.) No such options were offered in connection to Myriad Doom; there simply wasn't room for extra characters. Consequently, Norm Rafferty at Sanguine and I decided that support and interest in the overall project had been so great that no Kickstarter campaign was necessary for the trilogy's final book.

I commenced work on Myriad Doom within hours of finishing Myriad Threat. The antagonistic relationship between Rhys and Natasha came about late in the Threat work sessions, but I was fascinated by this potential and itchy to explore it. (In fact, one could even say that the Natasha character became my Muse for this project.) As the storyline fell together in my head, I found myself using some of characters from the earlier books. So I decided to go full-throttle and bring back as many characters as possible that had been played by pledgers. Ah, but that wasn't easy, for some of those characters were dead, not to mention Karloff, who started out male, died, then came back as a female clone. I'm particularly pleased with the diversity of ways I devised for these deceased characters to cheat death.

For the record: Craig Smith played the part of Specks; Shelia Mahan got the role of Natasha; the parts of Gantry and Professor Yonder were played by Sid Sondergard; Yrene Otaiza Diaz played the part of the female version of Karloff; Sean Mahan played the part of Major Turgo; the part of Razor Redd (the shuttle pilot on page 42, and Karloff's client on page 91) was played by Sara Skunkworks (a character created by Bryan Feir); and Isaac McCool played the part of the male version of Karloff.

The alternate universe Rhys visits on page 37 is a snippet from my self-published digital graphic novel "The Volcano in the Cornfield" (available from me via my online catalog).

As far as the music that fed my creativity, there was a lot...and I really can't remember all of it. I can cite that I intentionally used the music of Peter Hammill and Van der Graaf Generator to get started (out of deference to the fact that their music had helped fuel my creative juices back at the beginning of the first Myriad book). A lot of Tangerine Dream, Ozric Tentacles, and King Crimson went into my ears. And Hawkwind and the Cure and the Grateful Dead and Mike Oldfield and Primus and the Ventures and Steve Hackett. As you can see, my choices were all over the sonic spectrum.

In closing, I'd like to thank everyone who helped, supported, kibitzed and put up with my intense work sessions on this project—not just the Doom volume, but Quest and Threat too. This isn't glib gratitude, either. I really had a lot of fun doing the Myriad Trilogy. The books gave me the chance to immerse myself in deep space science fiction with lots of aliens always my favorite venue. I am personally pleased with and proud of the work. And it wouldn't have happened without the interaction of hundreds of you out there.

—Matt Howarth Attic Studio May 2016

BTW: I agree with Rhys. I think he looks really snappy in a beard.



Matt's Attic www.matthowarth.com Matt's OnLine Catalog www.bugtownmall.com Matt's Music Reviews www.soniccuriosity.com

## 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 lifeforms 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 numrous 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.bugtownmall.com SONIC CURIOSITY (music reviews) www.soniccuriosity.com FACEBOOK PAGE www.facebook.com/matt.howarth.710



