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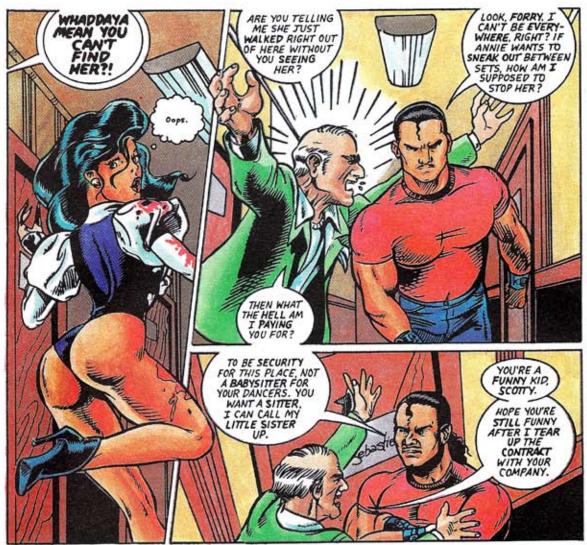
























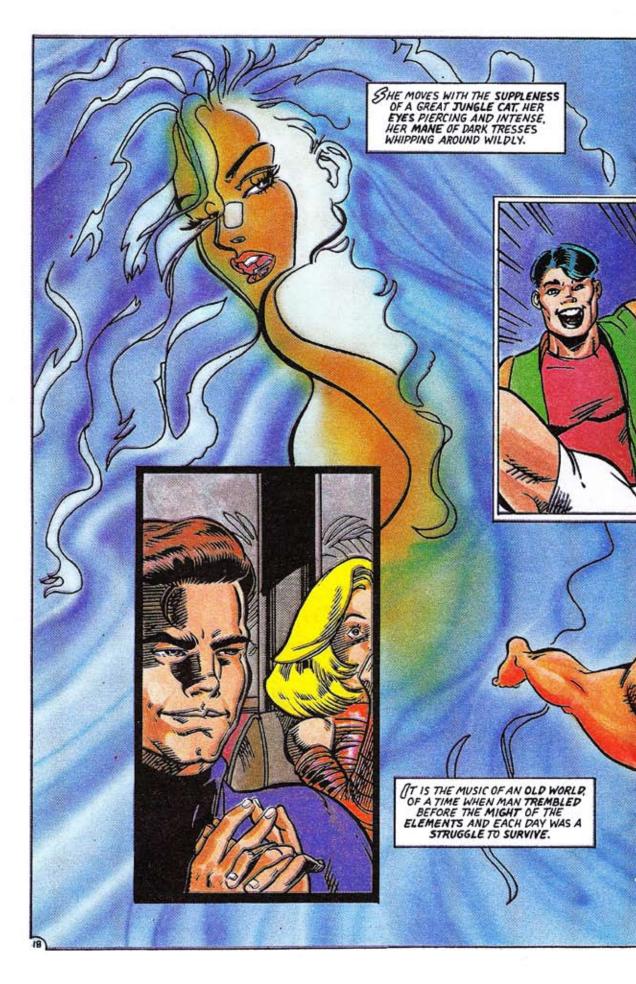




BUT, IF YOU'RE THE TYPE OF PANCER THAT POSSESSES THE SAME HYPNOTIC ABILITIES OF THIS MAGICAL CITY--

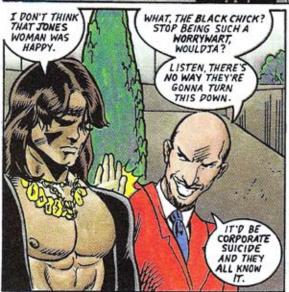
























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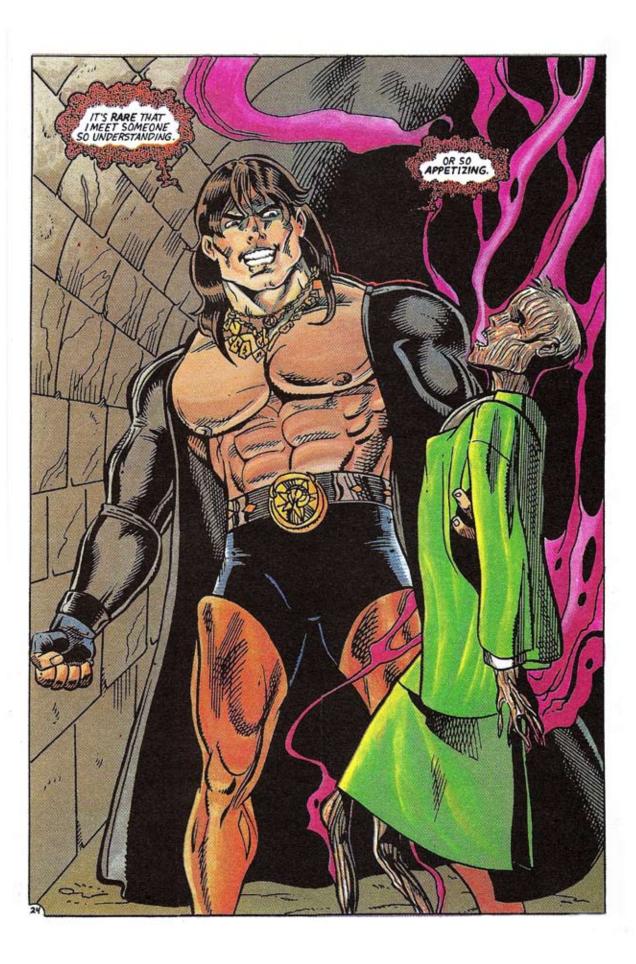














Letters page masthead art by Uriel Caton.

OF SHAPECHANGERS and metalheads

-AN AFTERWORD BY STEVE ROMAN-

n movie terminology, think of this comic as the first chapter of the long-lost prequel to my dark-fantasy/ horror novel series *The Saga of Pandora Zwieback*.

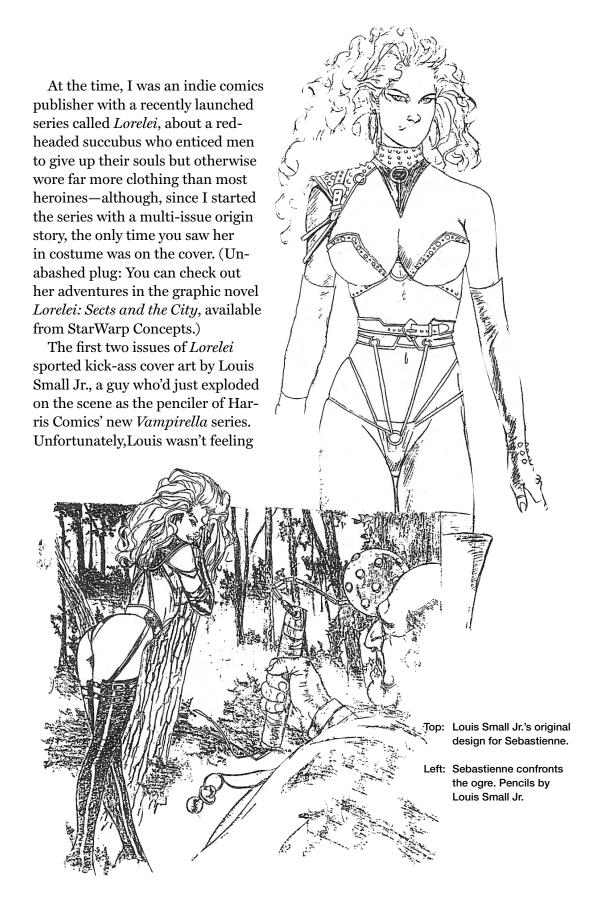
Those of you familiar with Pan's adventures may recognize her shape-shifting, monster-hunting mentor Sebastienne Mazarin as the star of this story, but as you can see, the Annie here is a different person from her prose iteration. For one thing, book-Annie wears a lot more clothing...

So where did this story come from? How come you never heard of it before? Well, just step with me into the Wayback Machine and I'll give you all the sordid details...

> * *

he year was 1993, and the comics industry was in the midst of what later notoriously became known as The Bad Girl Era—a time in which just about every comic company, both indie and mainstream, was publishing bestselling titles that starred women in little

to no clothing. Vampirella, Catwoman, Shi, Lady Death—if you could squeeze your femme fatale into a g-string and pasties, or spray-paint on a costume with an airbrush, you were pretty much printing money because those things sold like the proverbial hotcakes.



the love from Harris, which had a habit at convention booth signings of displaying *other* artists' work while he was there, in addition to not having copies of his issues available.

More than a little frustrated, Louis mentioned to me at that year's Great Eastern Convention (held in New York) that he'd love to have his own vampire character to show what he could really do, and that he wanted to work with me on it. After thinking about it, I came back the next day and pitched him this thing called *Heartstopper*, starring a monster hunter with the singsongy name of Sebastienne Mazarin. Much to Louis's surprise she wasn't the vampiress he was hoping for, but a Brazilian-born, immortal shape-shifter. As I explained to him, if he did another female vampire character people would accuse him of being a one-trick pony with no range sure, Annie would be another half-naked heroine, but for him to do a straight-out Vampirella knockoff right out of the gate? Yipes.

Louis saw the logic in my argument and got down to designing Annie. The result? A stunningly beautiful and—yes—half-naked woman who dressed like a stripper but who could undoubtedly plant her stiletto-heeled boot firmly up your ass.

A stripper? Hey, there's an idea...

After a great deal of punching away at the keyboard, I came up with the idea of Annie being a freelance writer when she's not decapitating ogres and the like, and that her first story line, a four-issue miniseries, would center around her researching a magazine article on "gentlemen's clubs"—which would give Louis plenty of beautiful women to draw—that ultimately led to her run-in with

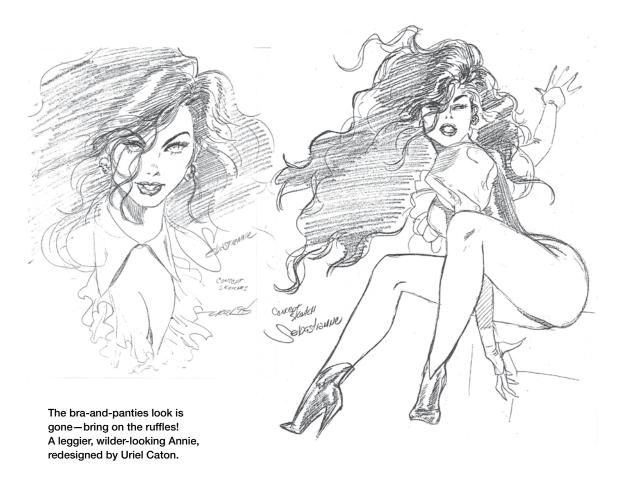
a demonic rock band. (Here's a tip for novice comics writers: always try to play to your artist's strengths.) Louis loved it, and we pitched the idea to Joe Monks, owner of comics publisher CFD Productions (and former business partner of *Dawn* artist/creator Joe Linsner). He also loved it and was eager to publish the miniseries, but first he wanted us to provide an eight-page introductory story for the comics anthology he was editing: *NightCry* #1. I thought the Annie/ogre fight scene I'd written to open *Heartstopper* #1 would meet that requirement, Joe agreed, and Louis went off to draw it.

Unfortunately, when you're faced with a choice between paying the bills and working on a comic story for free, it's the paying gigs that are gonna get your attention, and that's the problem Louis ran into. An understandable situation, but it meant he was only able to complete three pages of pencils in time for *Night-Cry*'s publication date and had to bow out of the project. The story did see print in *NightCry* \$1, but by that point it was pretty clear *Heartstopper* was dead as a CFD project.

* * *

I've met Uriel Caton, a guy who, under the moniker "Uriel Antonio," was drawing the damn-cutest good girls for b&w comics publisher Eternity Comics on titles like *Starlight* and *Ex-Mutants*. I pitched Uriel the *Heartstopper* idea and he jumped at the chance to work on it—starting with a redesign of Annie that put a little more material on her shapely frame.

Just in time, too, because I'd finally found a publisher interested in handling



the miniseries: Millennium Publications, which had been doing full-color comics based on properties like *Doc Savage* and *The Wild, Wild West* (the TV series, not that awful Will Smith movie). Negotiations began, contracts flew back and forth, and suddenly Uriel and I had a deal for a *Heartstopper* mini—in color!

Sadly, though, things didn't work out the way we'd planned them, when the second issue came out and Millennium informed me that no one was getting paid for their work.

Seems that, despite issue one selling 10–15,000 copies (a pretty good number for an indie comic in those days) there wasn't enough profit, in Millennium's opinion, for them to consider making *any* sort of payment. I explained that the creative team I'd assembled, y'know, liked me as a person, but business was

business and they all expected some kind of remuneration. The publisher said it would all work out in the end, once the miniseries was completed. All we needed to do was just keep plowing ahead and eventually the money would start coming in. I said nobody was working for free, especially not for another two issues. He said he couldn't do anything about the situation.

So I cancelled the project.

Thus ended the *Heartstopper* comic series. Not a great loss in cosmic terms—most comic-shop retailers who knew me from *Lorelei* weren't even aware I had a four-color book being published because Millennium never advertised it, and the Bad Girl Era was already nearing its (ahem) climax—but it always grated on me that I never got to finish the miniseries.

However, I wasn't quite done yet with writing Annie's adventures, even after her comic was tossed into limbo. In 1998, an acquaintance named Michael Z. Hobson, then-president of book-packaging company Parachute Press—which to this day continues to produce R. L. Stine's numerous *Goosebumps* novels and tie-ins—told me Parachute had plans to expand beyond Stine's titles and introduce a whole line of creator-owned books. And then he asked if I had anything that might appeal to young and/or teenaged readers.

Well it just so happened I had this thing called Heartstopper that might work as a series with a bit of tweakinglike the addition of another character I pulled from my projects-in-limbo files: a teenaged Goth-girl named Pandora Zwieback. Mike liked what I pitched—especially the title, which he thought had a nice, catchy, Goosebumps-y feel to it—and asked if I could provide a formal proposal.

A more practical costume design for today's on-the-go monster huntress (and by "practical" I mean now she wears pants). Art by Uriel Caton.

So I gave Uriel a call, he put even more clothes on Annie . . . and the result was a stylish, shape-shifting monster hunter ready to act as mentor for the star of a young adult book series called *The Saga of Pandora Zwieback*, ultimately published by StarWarp Concepts—and on sale right now!

(And if you aren't already reading the monster-bashing adventures of Goth adventuress Pandora Zwieback and a fully clothed Sebastienne Mazarin—well, what're you waiting for? Check out www.pandorazwieback.com and see what all the excitement is about.)

* * *

o now, if you're a longtime comics fan, you're probably wondering if this comic is part of Pandora Zwieback continuity. (Hey, what fan of *any* franchise doesn't wonder that about spin-off projects?)

Well, actually . . . yes. As I read over this issue, I realized it could be an event in Annie's long history (she has been around for over four hundred years, after all) since it now kinda works as a period piece—there are certainly enough references to 1990s celebrities and heavy-metal bands for it to qualify. But honestly, you don't have to read the comic to enjoy The Saga of Pandora Zwieback, and vice versa. This is just a neat little adventure set in Annie's pre-Pan days—back when, apparently, she was something of an exhibitionist.

Jeez.

The Bad Girl Era. Every time I think I'm out, it pulls me back in....



Trollords™ & © Scott Beaderstadt and Paul Fricke



Annie and her monster-hunting protégé Pandora Zwieback, on the cover of **Stalkers: The Saga of Pandora Zwieback, Book 3**. Painting by Bob Larkin.



ABOUT THE CREATIVE TEAM

STEVEN A. ROMAN is the author of the dark-fantasy novel series *The Saga of Pandora Zwieback*, as well as *X-Men: The Chaos Engine Trilogy* and *Final Destination: Dead Man's Hand*. He has also written the graphic novel *Lorelei: Sects and the City*. His current writing projects include the science fiction novel *Doctor Omega and the Megiddo Factor*, the two-volume graphic novel *Lorelei: Building the Perfect Beast*, and the short-story collection *Night's Children*.

URIEL CATON began his artistic career as a penciler for Eternity/ Malibu Comics with *Starlight* #1, then moved on to *Ex-Mutants Annual* #1 and its related titles. In the years since, he has provided pencil art for such comics as *JSA Annual*, *Vampirella*, and *The Outer Space Babes*. Currently, he works as the head of the Control Art and Figure Design division of toy manufacturer Art Asylum.

The late **ALAN LARSEN** was the writer/artist of the indie comics *Bella Donna*, *Goon Patrol*, *Jim Nastics* and *Messiah*, and an inker for *Femforce*, *The Armageddon Factor*, *Keith Laumer's Retief*, and *Creepy Tales*.

DANIEL PETERS got his start in comics as the artist of the supernatural superhero team *Troubleshooters, Inc.*, before moving out to Hollywood, where he became a CGI animator on the *Roughnecks:* Starship *Troopers Chronicles* syndicated series. Still busily working as an animator (and occasional actor), his most recent film projects include *Almighty Thor* and *Dragon Crusaders*.

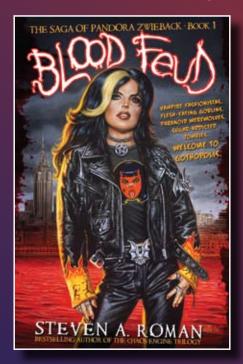
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