

# FUTURE TALES





# FUTURE TALES PREVIEW

Created & written by  
**PHILIP TARL DENSON**

**COVER ART**  
by Raymund Agustin

**PROLOGUE:**  
**ONCE UPON A TIME...**  
Illustrated by Antonio Diaz

**CHAPTER THREE: LOX**  
Art by Raymund Agustin

## COVER GALLERY

- 1: **RED** Art by Anneke Putri
- 2: **SLEEPER** Art by Yussuf Adeleye
- 3: **LOX** Art by Raymund Agustin
- 4: **JACK** Art by Zidiyat Chaouqui
- 5: **CINDERS** by Silvia V. Ferrera
- 6: **THE TWINS** Art by Purple Llama Creative
- 7: **ZEL** Art by Darius Kepczynski
- 8: **EVER AFTER** Cover art by Mannix

**INTERVIEW WITH WRITER**  
**PHILIP TARL DENSON**

**WILD NORTH COMICS**  
**CATALOGUE**

**BACK COVER**  
Art by JC Grande



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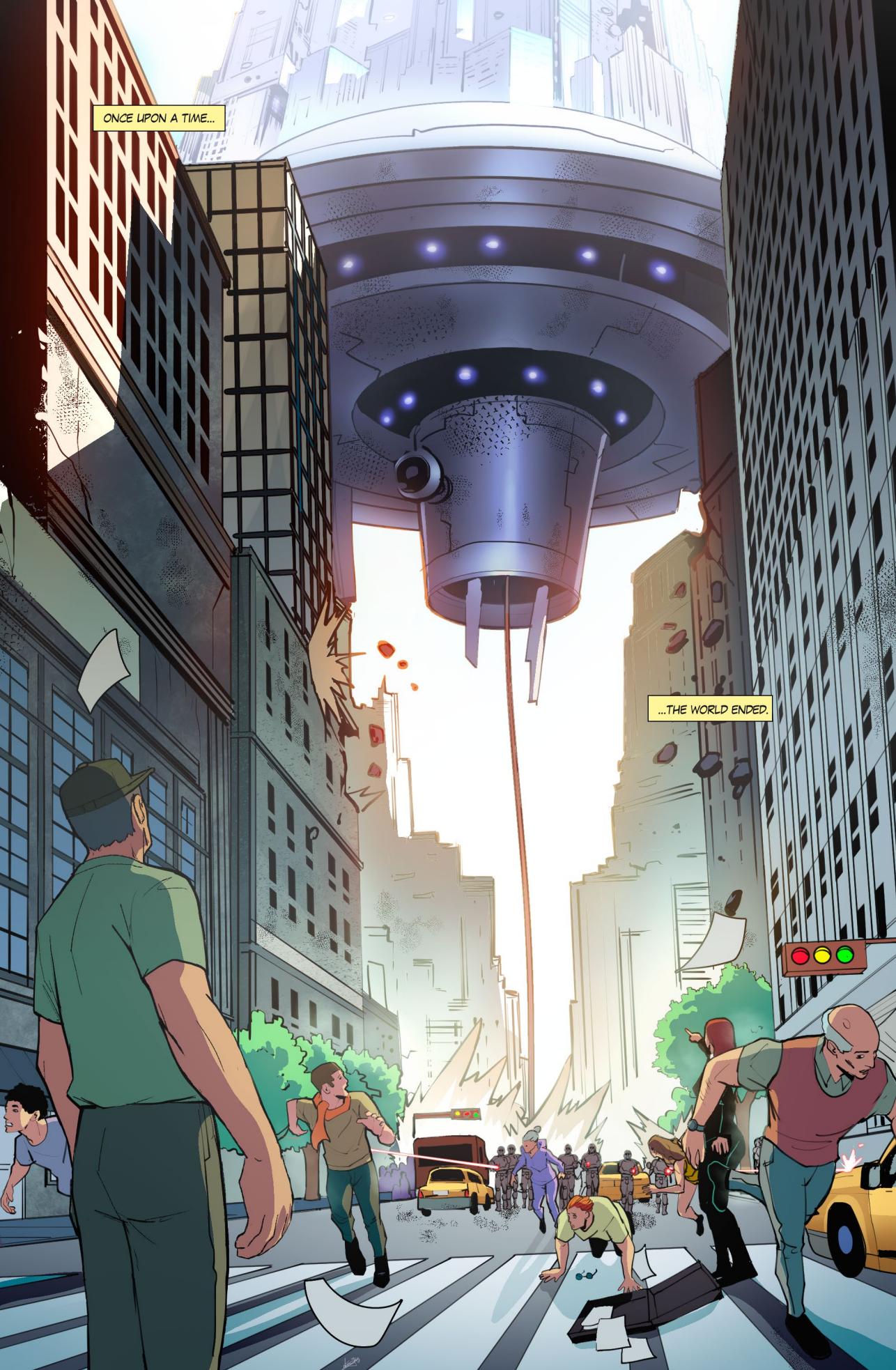


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ONCE UPON A TIME...



...THE WORLD ENDED.





NO ONE KNEW WHERE  
THEY CAME FROM OR  
WHAT THEY WANTED.  
BUT THEY TOOK  
EVERYTHING.

THEY CALLED THEMSELVES  
THE WORLD ORDER  
LIBERATION FORCE OR  
W.O.L.F... WE FOUGHT  
BACK AS BEST WE COULD.



THE SURVIVORS NOW LIVE IN THREE HIDDEN UNDERGROUND CITIES, EACH RUN BY RESISTANCE LEADERS, EX-COPS COLLOQUIALLY KNOWN AS THE THREE PIGS.

NOW WE FIGHT TO SURVIVE...

WE FIGHT FOR OUR HAPPILY EVER AFTER.

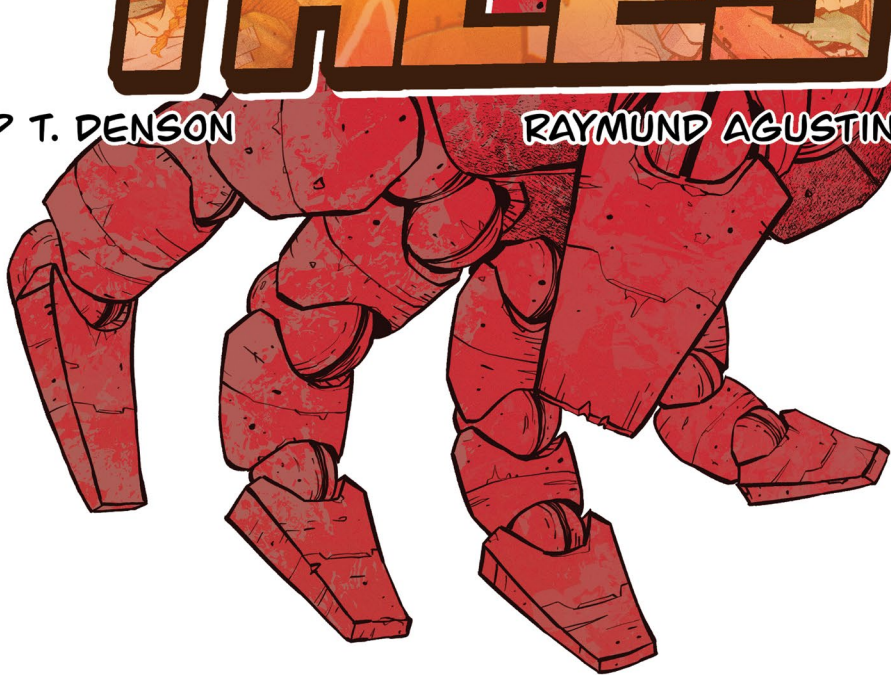


CHAPTER THREE

# FUTURE TALES

PHILIP T. DENSON

RAYMUND AGUSTIN

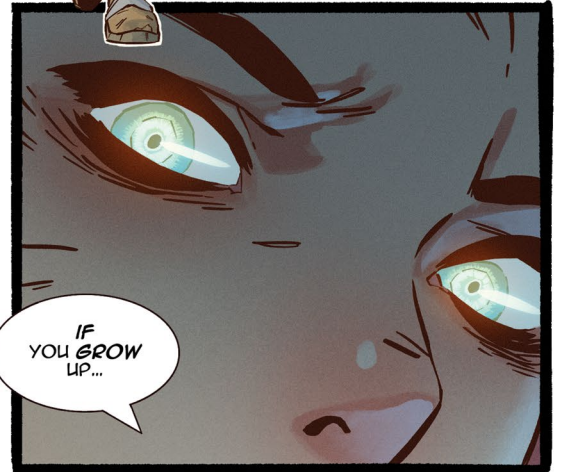








The underground is a tough place...



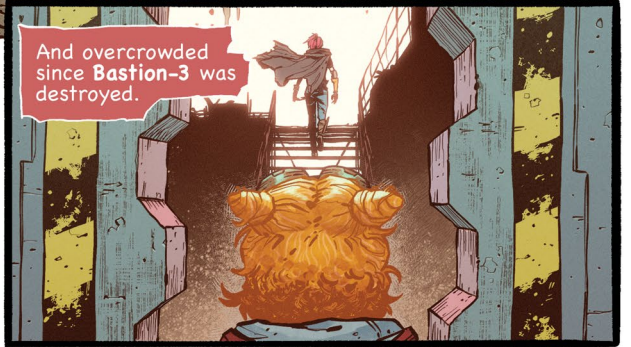




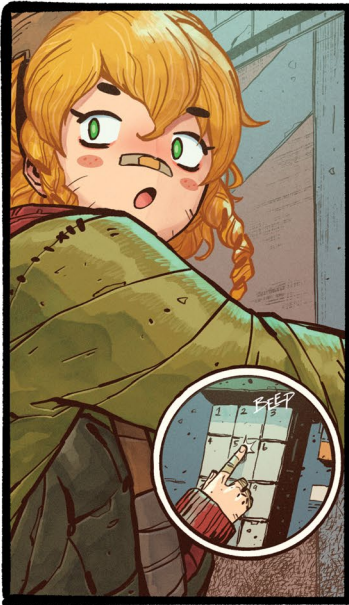
Dirty, smelly...



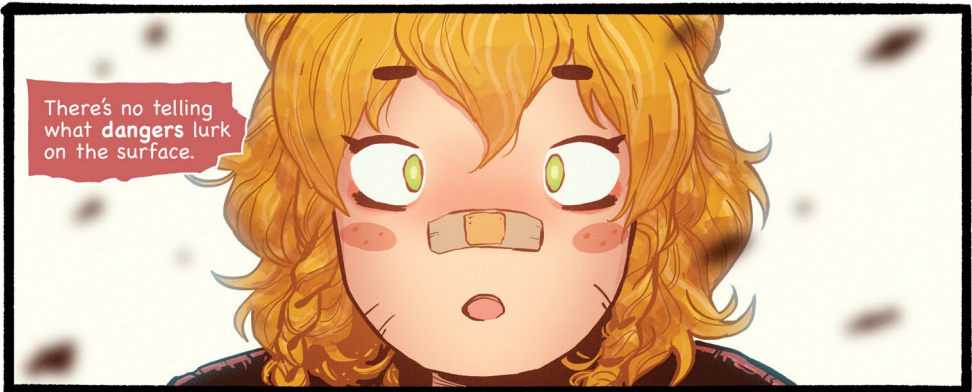
Never enough to eat...



And overcrowded since **Bastion-3** was destroyed.

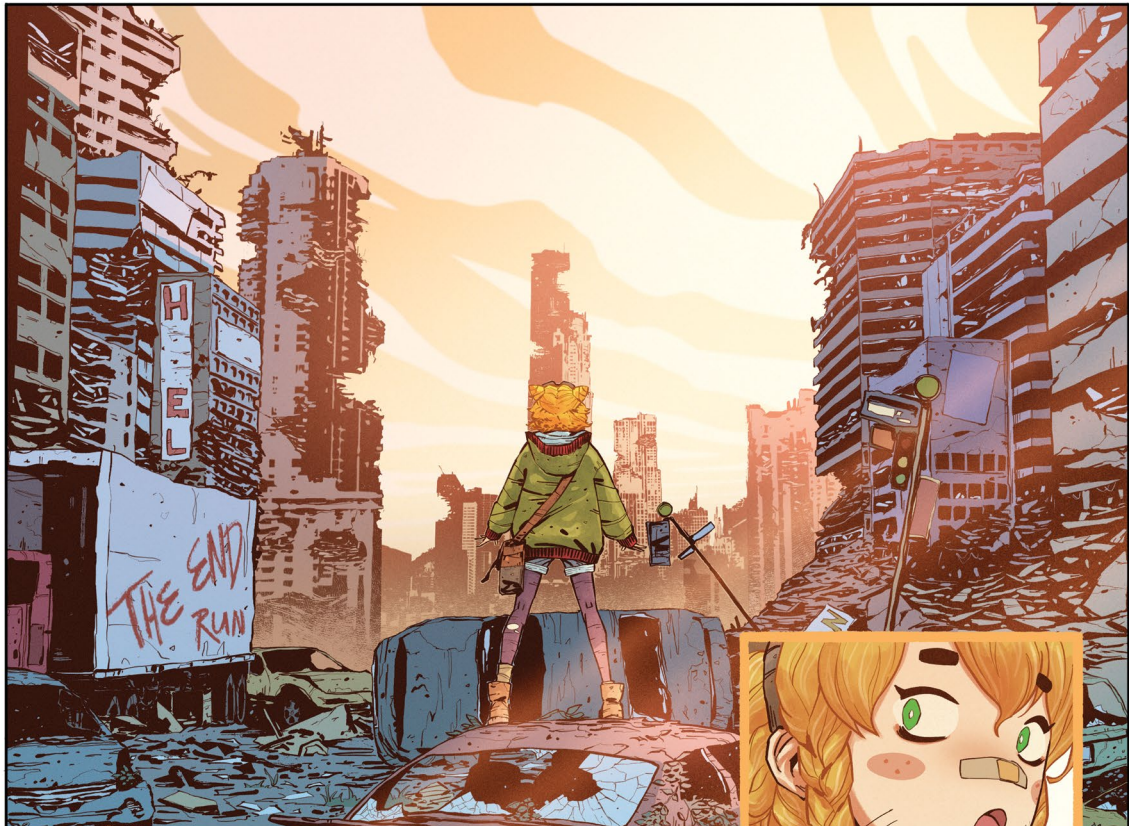


But at least we're safe.

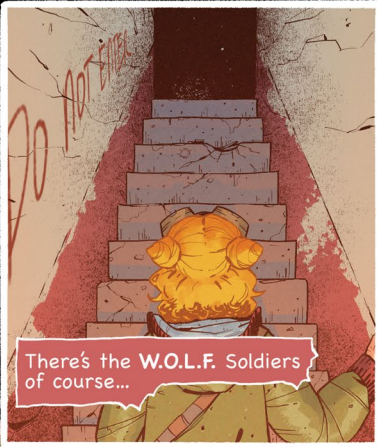


There's no telling what dangers lurk on the surface.

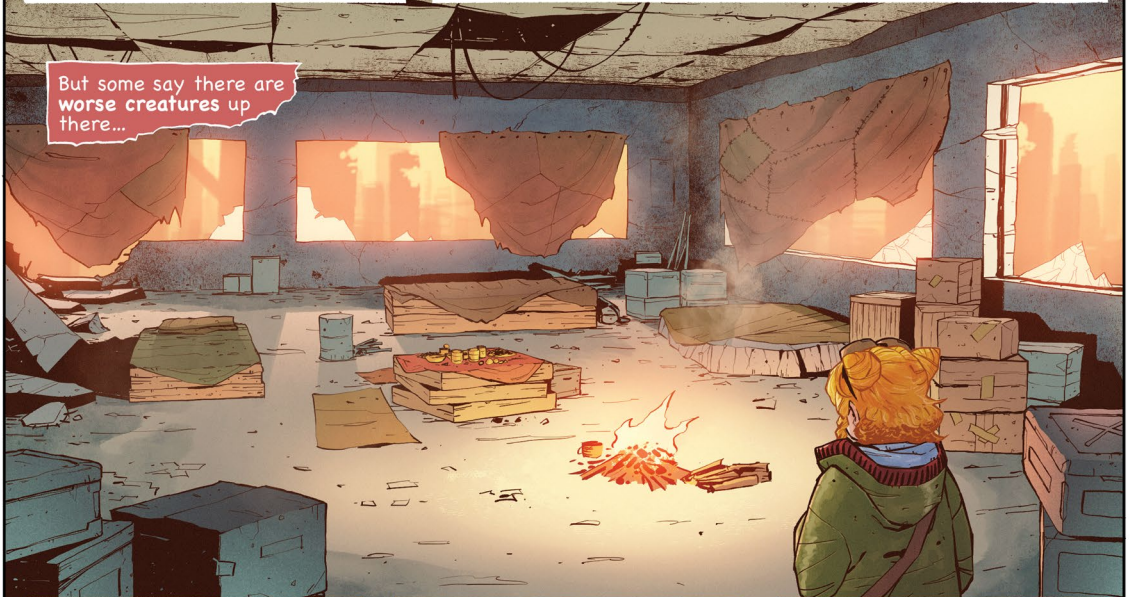








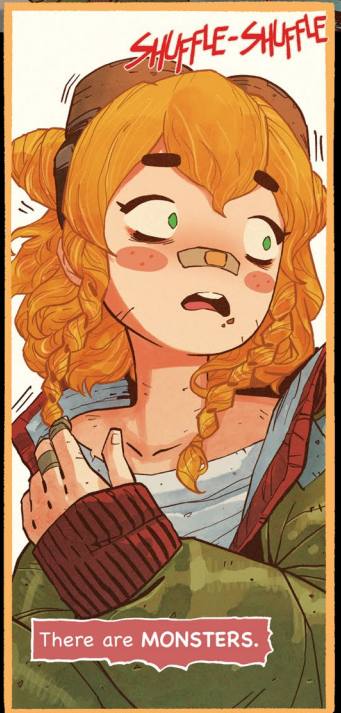
There's the W.O.L.F. Soldiers  
of course...



But some say there are  
worse creatures  
there...



Some say...



There are MONSTERS.





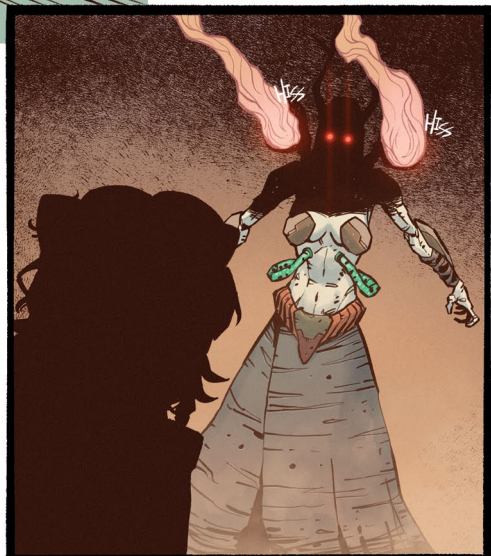
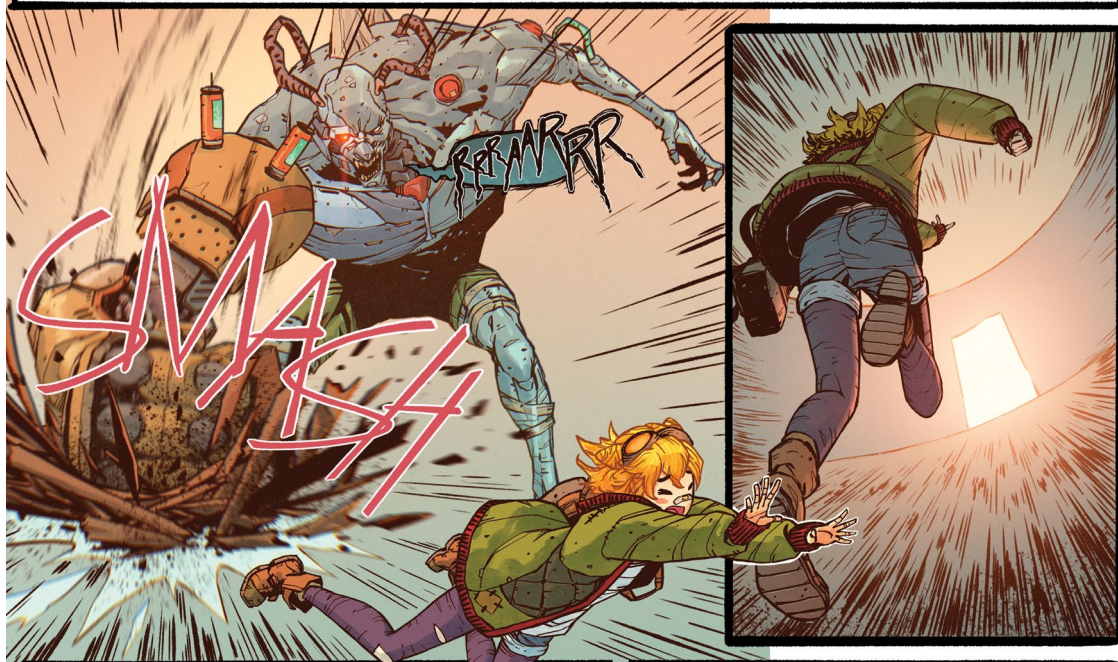
B.E.A.R.s... Bio-Engineered Augmented Resources.

Once human, the WOLF scientists created them to win the war. They were considered expendable.

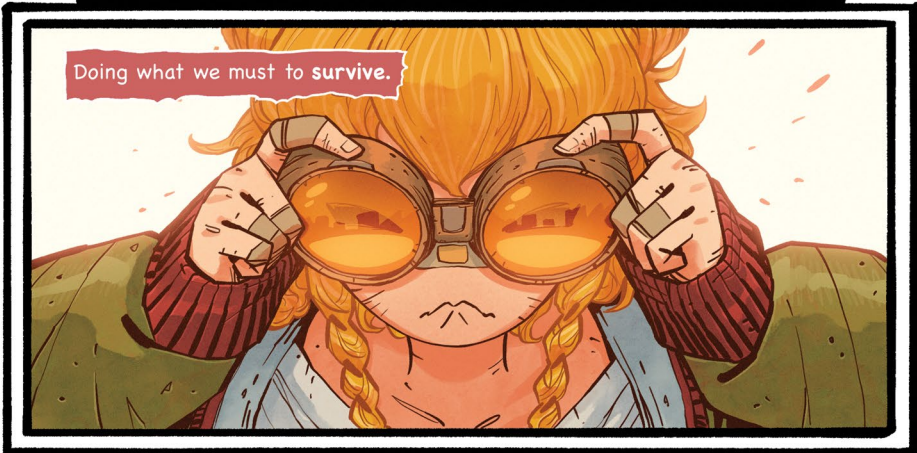
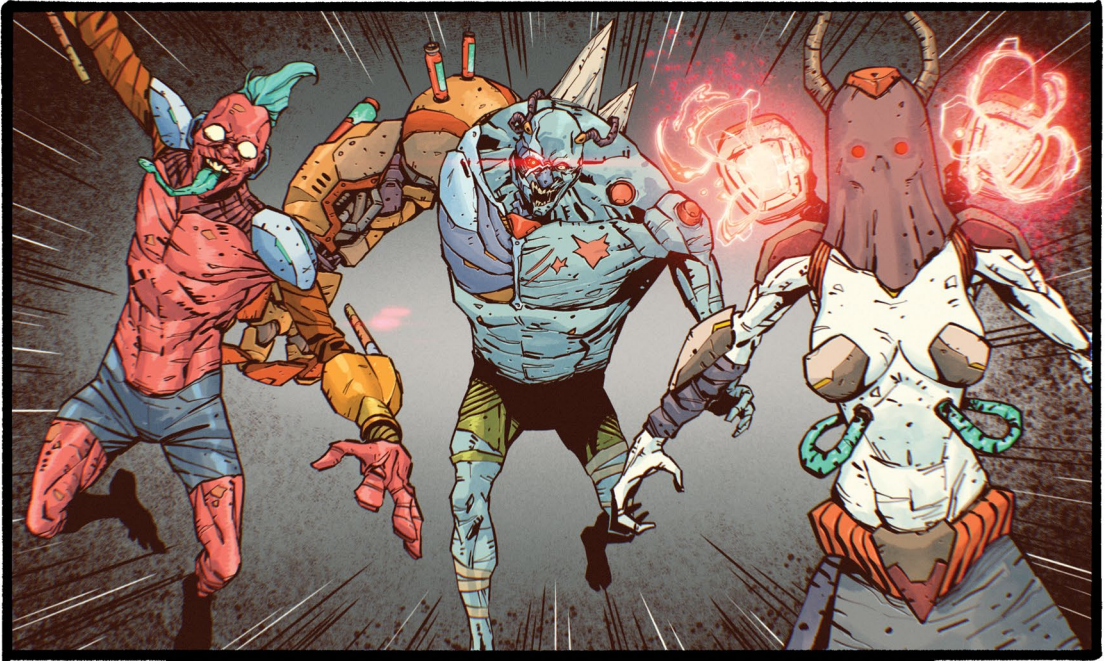
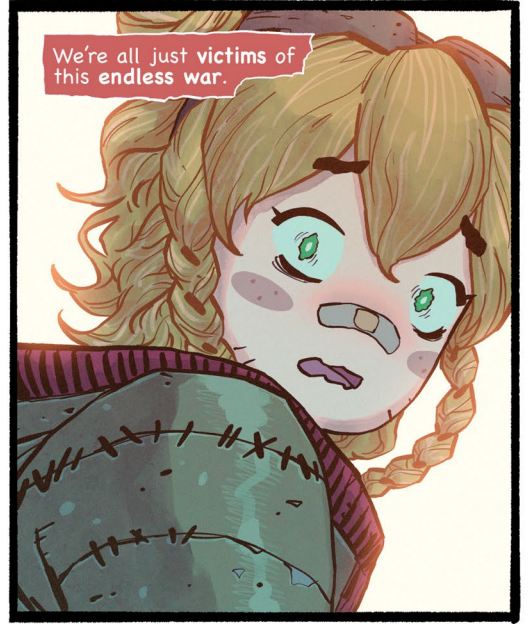
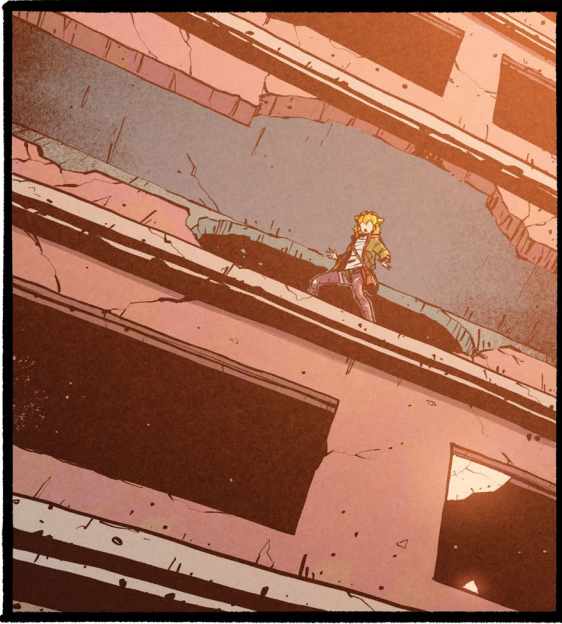
Some had other ideas...



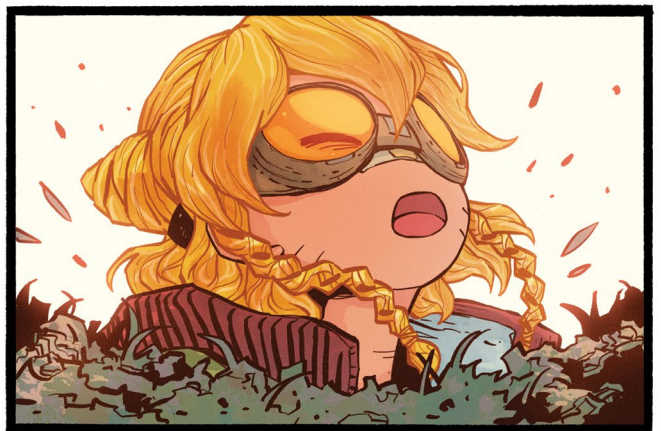
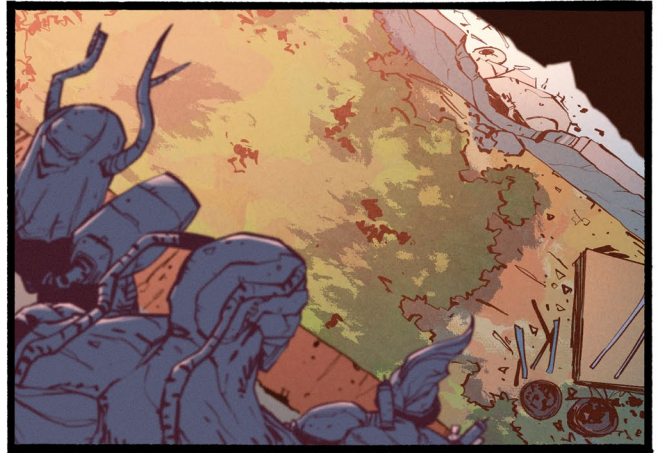
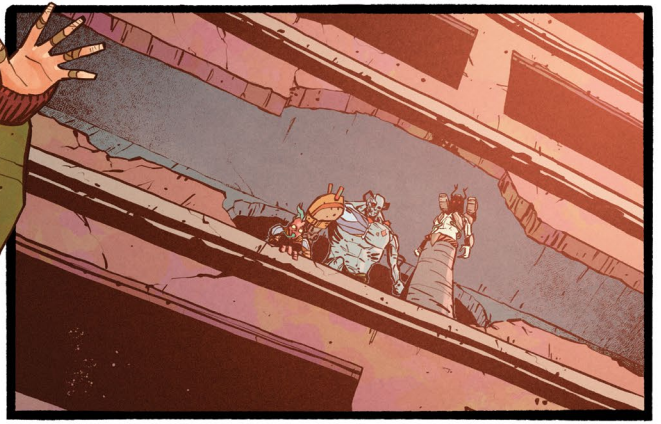




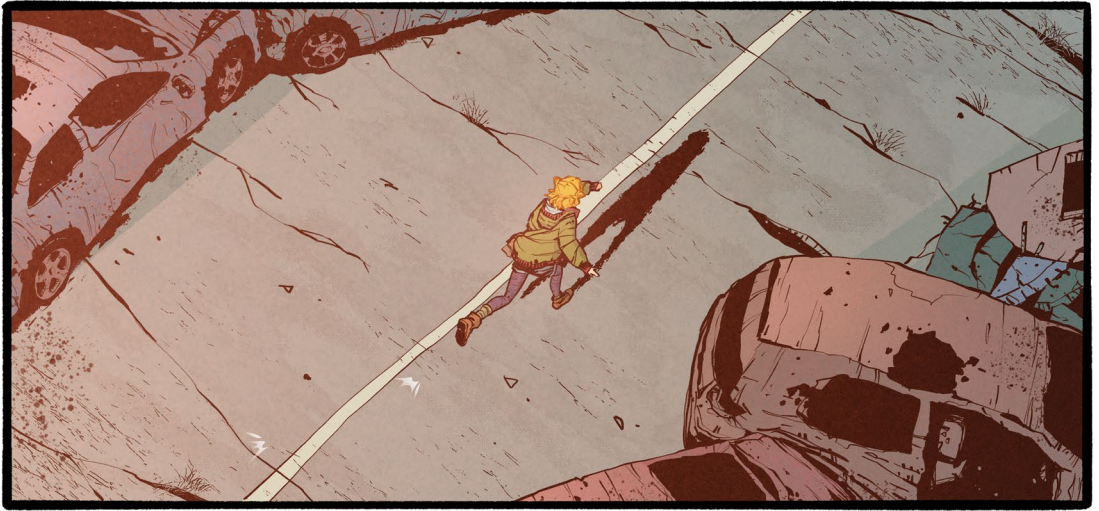








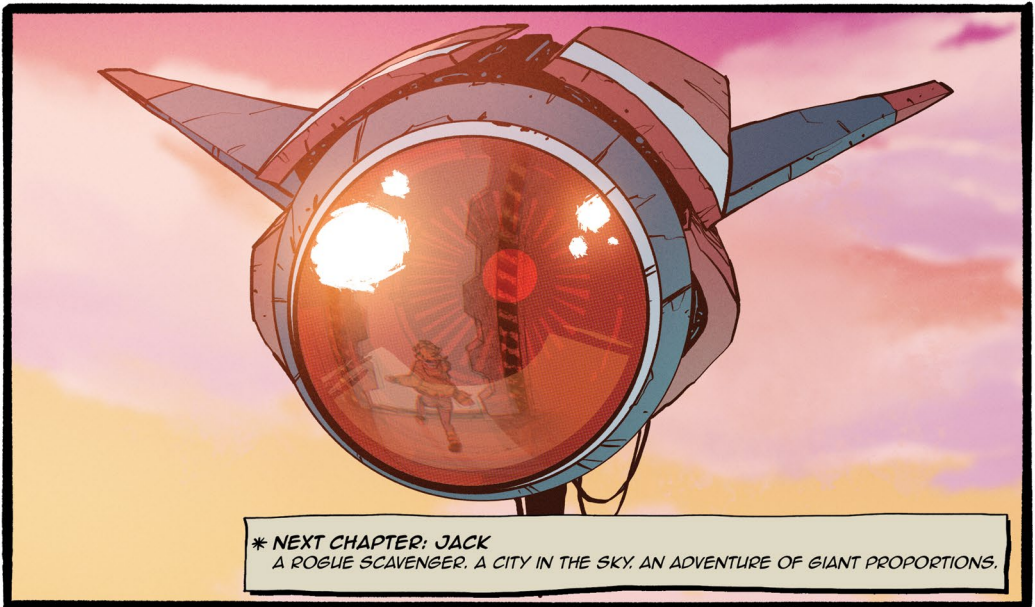




Yeah, Bastion may be crowded, damp and stinky...



But at least we're safe from the big bad W.O.L.F.



\* NEXT CHAPTER: JACK  
A ROGUE SCAVENGER. A CITY IN THE SKY. AN ADVENTURE OF GIANT PROPORTIONS.



**FUTURE  
TALES**  
WRITER/  
CREATOR



**PHILIP TARL DENSON**  
DARWIN, AUSTRALIA

## INTERVIEW WITH PHILIP TARL DENSON Writer of FUTURE TALES

**PHILIP TARL DENSON** is an award-winning screenwriter and producer from Darwin, Australia. He has a number of feature film and television projects in development in Australia and in the USA, including feature film **SINGULARITY** with Scott Free Productions.

In 2019, Phil was selected as one of 22 creators by Ron Howard's Imagine Impact program where he developed his original TV series, **ANOMALY**. As Creative Producer at Odd Pirate Productions, Phil has produced the animated online series **MINING BOOM** (garnering over 6 million views online and winning Best Animation at the LA Film Awards), stage plays, short films and a short documentary for the ABC.

**WILD NORTH COMICS:** Hey Phil! Tell us about this graphic novel.

Philip Tarl Denson: There's something magical about fairy tales.

Even if you take away the magic from the story, their widespread longevity speaks to the deeper themes and innate

challenges they depict. Tales of resilience, defiance, and hard lessons that give us a framework for how to deal with conflict and the challenges of growing up. And it's this very reason why they have withstood the test of time. And yet these stories have constantly been reimagined over the centuries. Continually updated and revised through different settings and time periods. Whilst these classic fairy tales have their origins in Europe, these characters are now known and beloved across the globe.



**FUTURE TALES: CINDER** concept art by Silvia Ferreira





**FUTURE TALES: THE TWINS** concept art by Purple Llama Creatives

It is this universality (if that's not a word, it should be) that allowed these stories to survive and thrive. Being both universal and versatile enough to transcend cultures, languages and borders. That was the reason why I wanted to collaborate with artists from around the world. To capture this universal magic.

As a story-addict, I love to dive deep into structure and the mechanics of stories. Analysing folk and fairy tales, I discovered shared elements, like the Big Bad Wolf, which would crop up in different narratives. And for me, it truly felt like these stories belonged in the same shared universe. And as a huge sci-fi fan what better world to bring them together than in a post-apocalyptic cyberpunk future?

And thus **FUTURE TALES** was born.

I had a blast creating this book and I hope you enjoy reading it as much as I enjoyed making it.

**WNC: What inspired you to write comics?**

PTD: I first started collecting comics when I was 10 or 11 with my first monthly comic being **X-MEN 2099**. This opened the Marvel comics world to me and I collected everything particularly if they involved Wolverine, Gambit, Deadpool or Kazar, etc. My favourite comics from that era would have to be the **AGE OF APOCALYPSE** storyline. But this was only



### 3 B.E.A.R.s

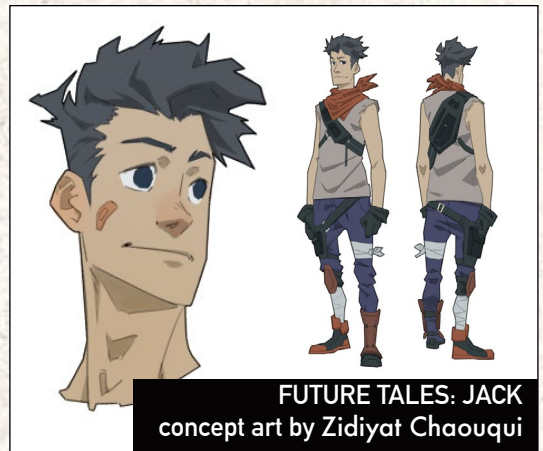


FUTURE TALES: LOX concept art by Raymund Agustin

my gateway into comics and my tastes got eclectic from there. I always loved TINTIN and ASTERIX comics as a kid so that got me into European comics like 2000AD, THE INCAL, BLACKSAD and classic CONAN comics. I started following writers and artists I loved, my favourites being Joe Kelly (who really created Deadpool and should be credited as such), Brian K Vaughan, Garth Ennis, Mark Waid, Grant Morrison, Alan Moore, Neil Gaiman, Adam and Andy Kubert, Jean Giraud, Sean Murphy, Skottie Young, and Fabio Moon and Gabriel Ba. I love classics like WATCHMEN, THE SANDMAN, PREACHER, HELLBOY, SAGA, etc., but my personal favs would be DAYTRIPPER, PRIDE OF BAGHDAD, WE3, JOE THE BARBARIAN, among many others.

#### **WNC: What was your inspiration for Future Tales?**

PTD: I'm a sucker for post-apocalyptic, dystopian, cyberpunk worlds and I felt comics are the perfect medium to showcase that style visually. I'm also a fan of folk tales and how they've evolved over generations. Many of which share some common themes or settings, which got me thinking. With FUTURE TALES,



FUTURE TALES: JACK concept art by Zidiyat Chaouqui

I wanted to reimagine classic fairy tales into a future world whilst combining them in a way that tells a larger story.

#### **WNC: What is your vision for the series?**

PTD: Future Tales was always designed as one larger story with each chapter retelling a specific fairy tale, interweaving, and informing each other. Each chapter, although based on separate fairy tales, connects with the next to create a serialised narrative, all leading to the final chapter. For example, RED from Chapter One shows up in Chapter Two and Three and the final panel of Chapter Three informs what happens in the next



chapters. Ultimately, when all 8 chapters are released, they should tell a complete story with a beginning, middle and end.

**WNC: Tell us about some of the artists you are working with on the Future Tales graphic novel collection?**

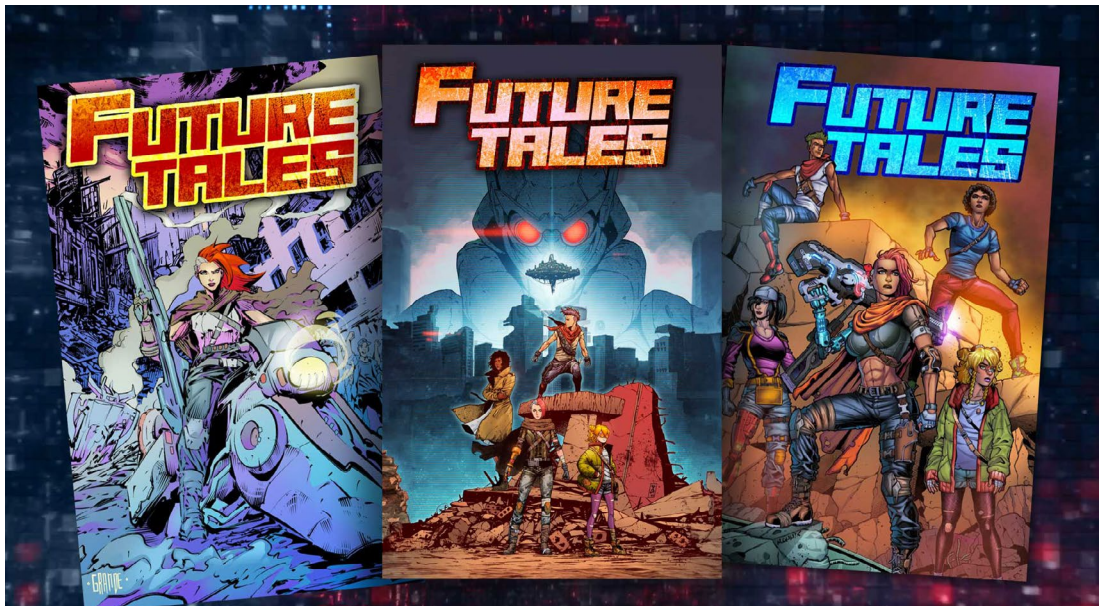
PTD: The great thing about Wild North Comics is that I discovered that I love working with different artists. Chapter one was with the very talented Darwin artist Anneke Putri whose work really sets the tone for the whole series. After that, I found different artists from all around the world to work on each chapter. Yussuf Adeleye from Nigeria (Chapter 2), Zidiyat Chaouqui from Morocco (Chapter 4) and for this issue (Chapter 3) I've had the pleasure of working with the super talented Raymund Agustin from the Philippines. I hope to continue working with these artists but also bring in new artists for the forthcoming chapters as well.

**WNC: What is the difference between writing for comics and for film?**

PTD: Although there is some overlap, it is a different medium and comes with its own nuance and challenges. For me, writing a comic is very much about the page. The panel layout, what you want the reader to see and when, so it is almost more akin to directing. I'm very particular about the TURN, i.e., that final image drawing the reader on to the next page. I personally layout the comics I write with my own rough sketches and sometimes use images I find online to convey the mood or specific angle I'm after, whilst also allowing for the artists to come up with some magic as well.

**WNC: What are you reading right now?**

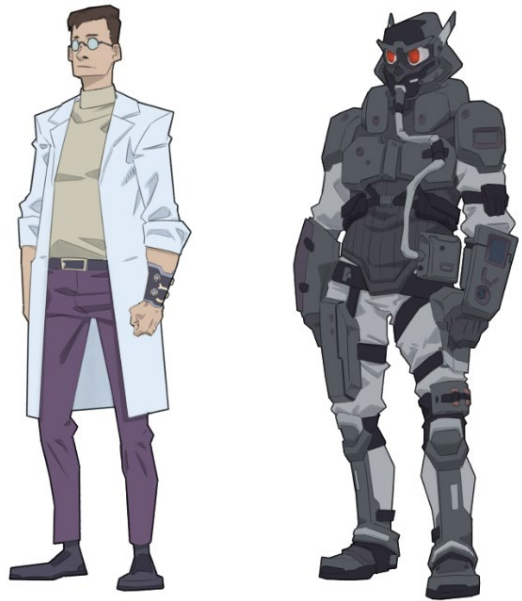
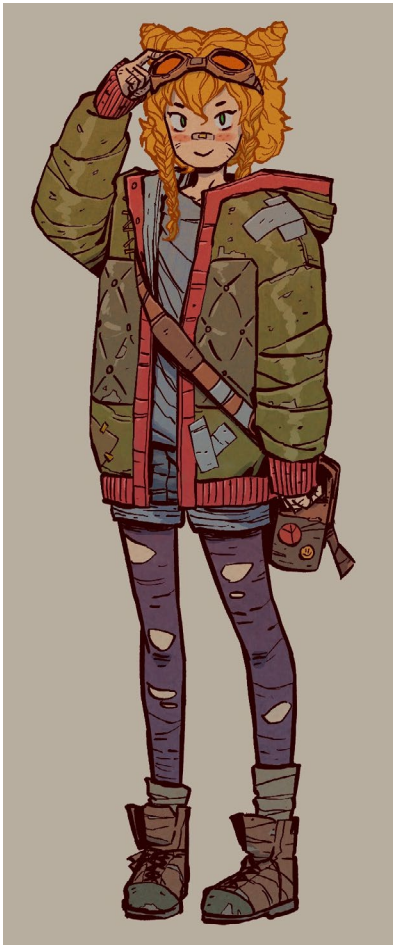
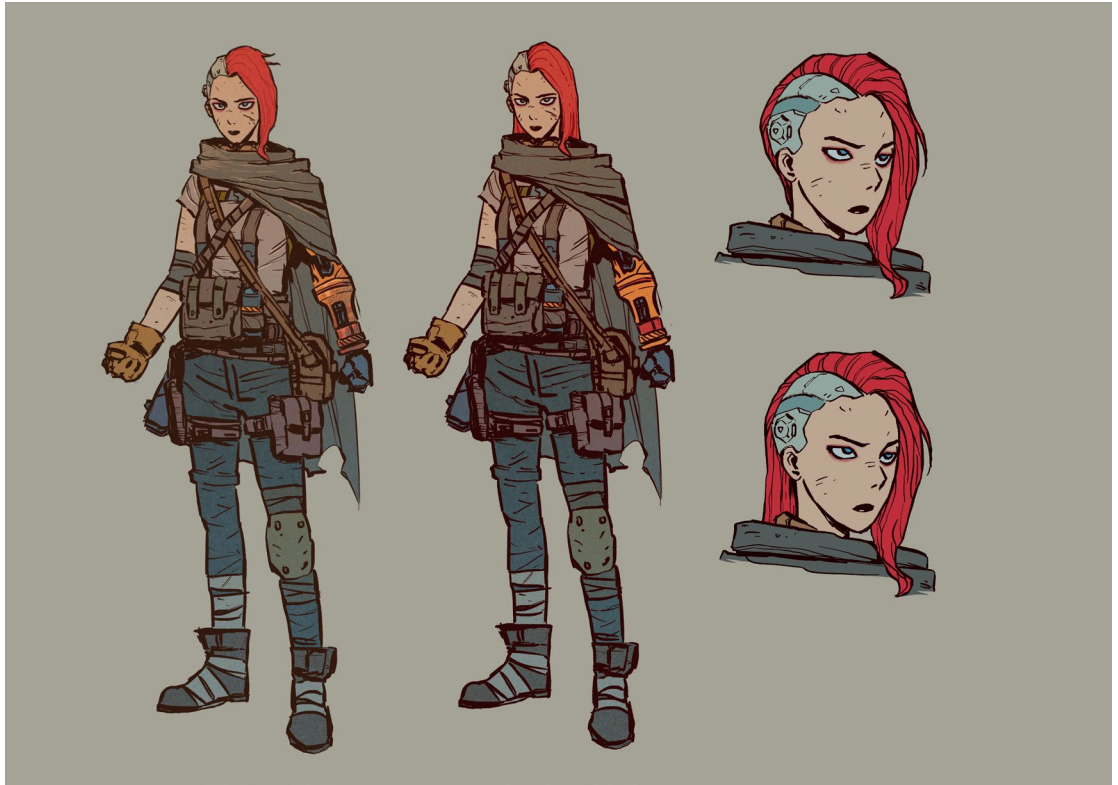
PTD: Comics-wise I'm currently reading through some first issues of a dozen IMAGE comics I bought a while back and never got around to reading: DESCENDER, FEAR AGENT, EAST OF WEST, BLACK SCIENCE are some of them.



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**Behind the scenes illustration for  
FUTURE TALES graphic novel.**

**Discover more at;  
[WILDNORTHCOMICS.COM](http://WILDNORTHCOMICS.COM)**





**FUTURE TALES - ARTISTIC CARTOGRAPHY**

**Future Tales was created by an international team of artists and illustrators from every corner of the world! Every chapter of this futuristic fairy tale has been re-imagined by a different artist, each bringing their own flair and style to this universal tale of resistance against the BID BAD World Order “Liberation” Force (W.O.L.F.).**

Indonesian-born artist Anneke P. Putri lives in Darwin Australia and incorporated photographs of Darwin City using Photoshop and digital illustration to construct the backdrop of our post-apocalyptic metropolis. See Anneke’s amazing work in FUTURE TALES: CHAPTER ONE.

Raymund Agustin is a superbly talented digital comic book artist and illustrator from Manila, Philippines with a focus on fantasy and sci-fi. Check out his work in FUTURE TALES: CHAPTER THREE and CHAPTER ONE.

Adeleye Yussuf is a freelance artist from Lagos, Nigeria with a passion for comic book art and character design. See Adeleye’s work in FUTURE TALES: CHAPTER TWO.

Zidiyat Chaouqui is a talented comic and concept artist from Morocco with a distinct style. See Zidiyat’s work in FUTURE TALES: CHAPTER FOUR



DARIUS KEPCZYNSKI  
FRANCE



RAYMUND AGUSTIN  
PHILIPPINES



PURPLE LLAMA  
CREATIVES  
PHILIPPINES



ANNEKE P. PUTRI  
INDONESIA/AUSTRALIA

## THE ARTISTS OF FUTURE TALES

Hailing from Brazil, Silvia Ferreira is a freelance illustrator and comic artist with amazing skill and talent for character design. See Sylvia's art in FUTURE TALES: CHAPTER FIVE

Purple Llama Creatives is a team from the Philippines adept in comic art, animation and advertising. (<https://purplellamacreatives.com>). Check out their fantastic work in FUTURE TALES: CHAPTER SIX.

French artist, Darius Kepczynski, is a super-talented comic artist, illustrator, and painter with a unique style and visual punch. See Darius' art in FUTURE TALES: CHAPTER SEVEN.

Another superbly talented digital comic book artist, Lucas Assis lives in São Paulo, Brazil. Check out his work in FUTURE TALES: CHAPTER EIGHT. Colours by Guilherme Sabino.

Antonio Diaz, an amazing artist from Peru, brought our PROLOGUE pages to life with his dynamic style.





CHAPTER ONE

# RED



CHAPTER TWO

# FUTURE TALES





# FUTURE TALES





CHAPTER 05

# FUTURE PROLES

PHILIP T. DENSON

SILVIA V. FERREIRA





CHAPTER SIX

# FUTURE TALES!



WRITTEN BY  
PHILIP T. DENSON

ART BY  
PURPLE LLAMA CREATIVES



CHAPTER SEVEN

# FUTURE TALES





# FUTURE TALES



CHAPTER EIGHT



# W.O.L.F.

WORLD ORDER LIBERATION FORCE TACTICAL EXO-SKELETON

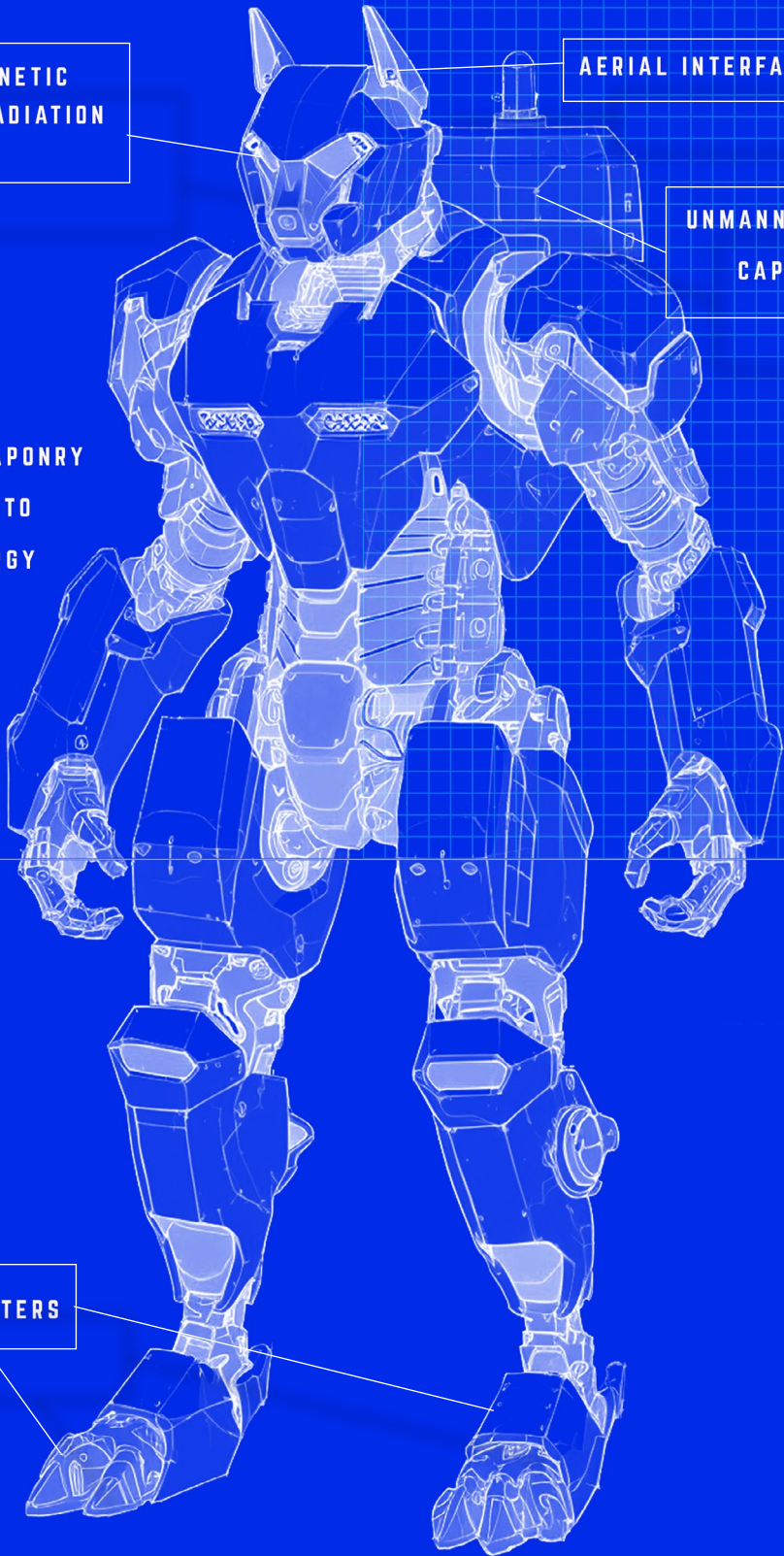
ELECTROMAGNETIC  
FREQUENCY RADIATION  
VISOR

AERIAL INTERFACE SONAR

UNMANNED DRONE  
CAPABILITIES

RESISTANT TO  
BALLISTIC WEAPONRY  
SUBSCEPTIBLE TO  
DIRECTED-ENERGY  
WEAPONS

PLASMA THRUSTERS







**WILD  
NORTH**  
**COMICS**  
CATALOGUE

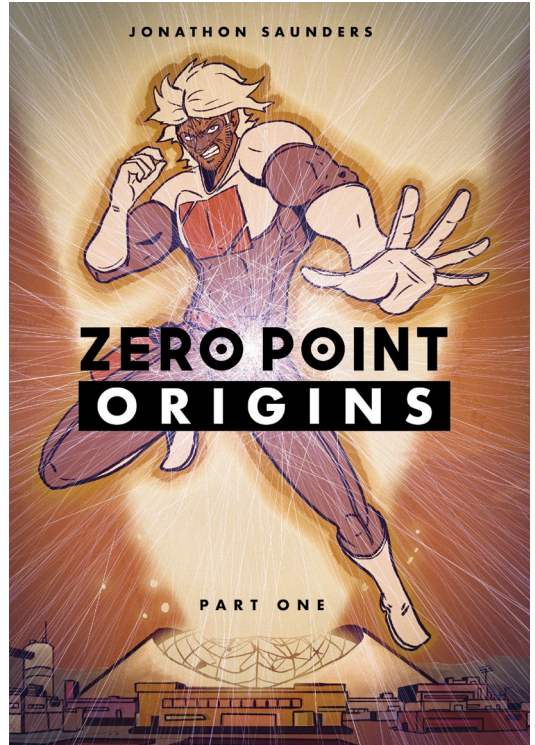


# ZERO POINT: ORIGINS

WRITTEN AND ILLUSTRATED  
BY JONATHON SAUNDERS

Zero-Point: Origins follows the journey of Kyle Burton, an Australian army captain who manifests the ability to channel zero-point energy while working as an international peacekeeper in East Timor. He soon discovers that his powers are connected to this deceased feather, who was involved in an 'accident' at the Maralinga Quantum Test Facility decades ago, opening up a world of political corruption and conspiracy. Based on the award-winning animated web-series Zero-Point: Season Zero, this series tells the origin story of Zero-Point and expand on the background of his story.

Discover more at [ZERO-POINT.TV](http://ZERO-POINT.TV)

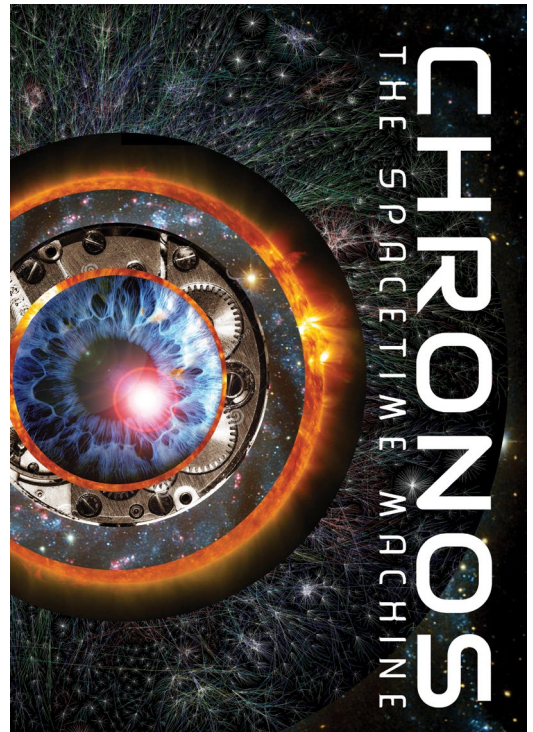


# CHRONOS: THE SPACETIME MACHINE

WRITTEN, ILLUSTRATED  
& IMAGINEERED  
BY TIMOTHY PARISH

*In the near future, the CHRONOS software merges quantum physics, fractal algorithms and artificial intelligence to render a perfect simulacrum of space and time. Yet nothing could prepare the first chrononaut for the voyage he is about to undertake...*

CHRONOS: THE SPACETIME MACHINE is a graphic art format magazine exploring time travel, simulation theory and cosmic consciousness. CHRONOS is an experiment in merging traditional, digital and AI neural-imaging arts.







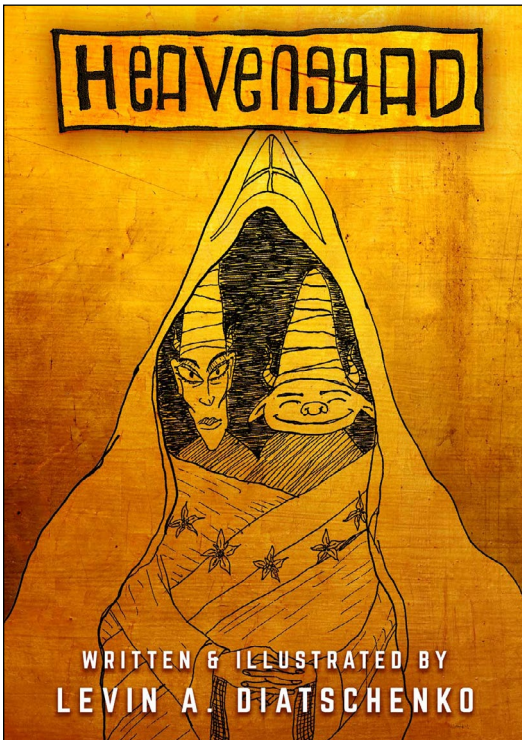
# AUSTRALI #1

## CHAPTER ONE: MALOO OF THE DESERT

WRITTEN BY TIMOTHY WOOD

ILLUSTRATED BY PIUS BAK

Set twenty years after the European, Chinese and Middle Eastern empires first set foot on Australi's shores, a young Aboriginal boy Maloo must navigate a new world, searching for his people and a place to call home. A rich blend of fantasy and adventure that reimagines Australian history with a magical twist.



# HEAVENGRAD

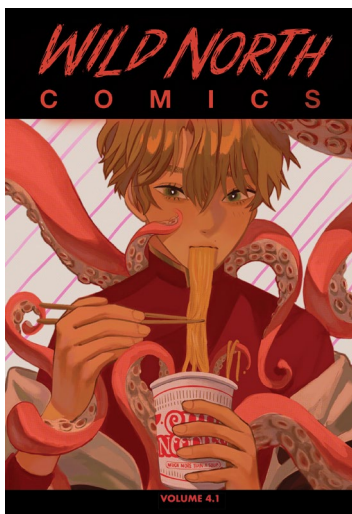
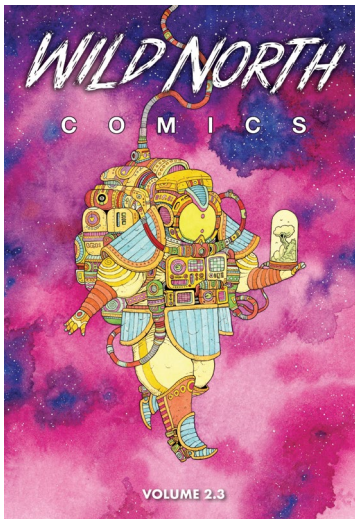
WRITTEN AND ILLUSTRATED  
BY LEVIN A. DIATSCHENKO

Enchanted tattoos, vampiric bankers, exotic dance cults, pagan prophets and magical political theory form this manifesto for a world beyond materialism. From the surreal mind of novelist & animator Levin A. Diatschenko,

HEAVENGRAD is a unique graphic novella inspired by esoteric philosophy, the works of Alejandro Jodorowsky, William Burroughs & Robert Crumb.



# WILD NORTH COMICS ANTHOLOGY

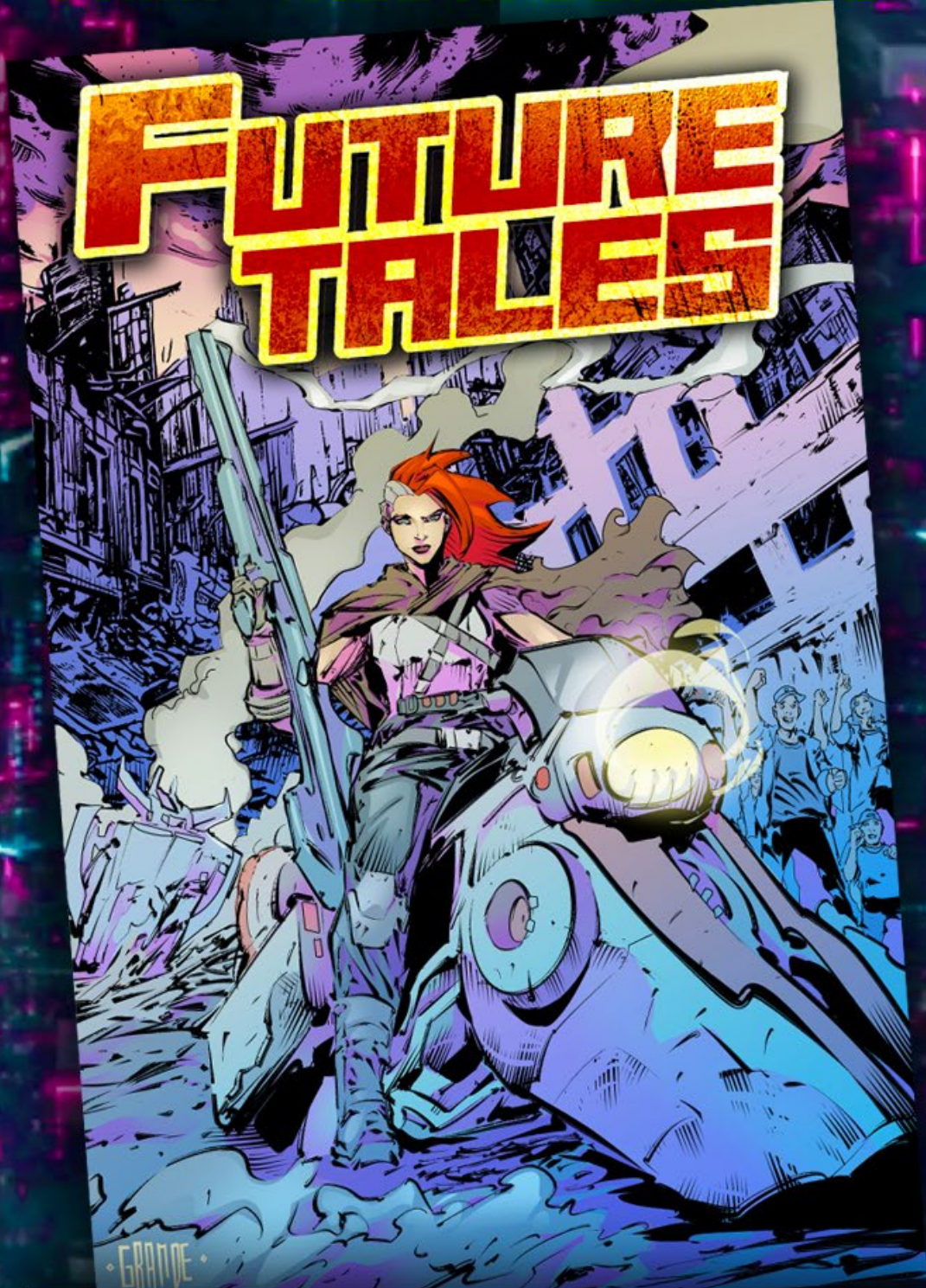


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WELCOME TO THE  
FAIRY TALE APOCALYPSE

# FUTURE TALES



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