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McFARLANE  
KIRKMAN  
OTTLEY  
CAPULLO

# HAUNT™



McFARLANE



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**RYAN OTTLEY** Pencils

Co-creator/Inks **TODD McFARLANE**



Color **FCO PLASCENCIA**

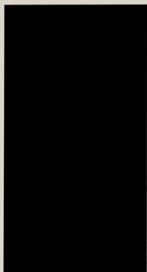
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Cover Artist **TODD McFARLANE**

**JEN CASSIDY** Managing Editors  
**TYLER JEFFERS**

**ERIC STEPHENSON** Publisher for Image Comics





UNGH...

WHAT  
HAPPENED?



YOU DON'T  
REMEMBER THE  
DART?

WHAT?  
NO.

THERE WAS  
A DART.

I TOLD YOU  
NOT TO MAKE  
ANY SUDDEN  
MOVES...

THEY PACKED  
US IN HERE UNTIL  
YOU WOKE UP.  
PROBABLY COME  
GET US--YOU  
SOON.



UH...  
WHO ARE  
THEY?

THEY'RE  
HOMELESS BOLIVIAN  
AS FAR AS I CAN TELL.  
THEY WERE THE SUBJECTS  
OF DOCTOR SHILLINGER'S  
EXPERIMENTS. REMEMBER  
THE MISSION I TOLD  
YOU ABOUT SHORTLY  
BEFORE I DIED?

I ~~QUESS~~ THEY'RE  
KEEPING THEM HERE IN HQ  
UNIT. THEY KNOW IF THEY'RE  
OKAY... THERE ARE THE LEAST  
AFFECTED OF THE BUNCH. MUST  
BE KEEPING THE WORST SUBJECTS  
SOMEWHERE ELSE--HOPEFULLY  
TRYING TO HELP  
THEM.







I KNOW YOU, I CAN SEE HIM. THE ONE TRULY NOT HERE, THE ONE WHO SAVED ME AND THE REST.

HE HAS PASSED INTO THE NEXT REALM BUT HE HAS NOT LEFT US. HE REMAINS WITH YOU.



BOUND, THE TWO OF YOU ARE, CONNECTED BY BLOOD, YOUR TWO SOULS INTERTWINED, TWO LIVES MIXING INTO ONE.



YOU CAN SEE HIM?



I SEE THE HOLLOW SPACE WHERE A MAN WAS, A SPIRIT NOT MEANT TO BE HERE, BENDING ALL THAT IS TO REMAIN HERE.

I SEE AN UNNATURAL BEING TETHERED TO A REALM HE SHOULD HAVE LEFT BEHIND...





THIS IS THE  
NATURE OF THINGS...  
WHEN OUR TIME COMES,  
WE PASS ON... THE  
LIVES WE LIVE LEAVE  
AN IMPRINT ON  
THE WORLD.

OUR ENERGY  
REMAINS FOR A TIME,  
BUT QUICKLY SPIRALS  
OUT OF EXISTENCE... A  
SECOND DEATH, MORE  
PERMANENT.



BUT YOUR  
BLOOD BINDS YOU,  
YOUR LIFE FEEDS HIS  
SPIRIT, PROTECTS IT,  
FORMS A BARRIER  
BETWEEN THIS REALM  
AND THE NEXT.  
KEEPS HIM  
HERE.



HAUNT.

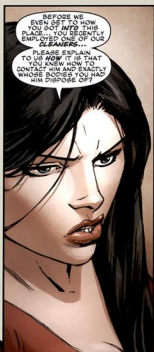
THAT IS  
WHAT YOU ARE.  
YOU KEEP THIS  
ONE HERE. HIS  
LIFE DEPENDS  
ON YOU.



BUT I  
THINK, VERY  
SOON... YOUR LIFE,  
WILL DEPEND  
ON HIM.











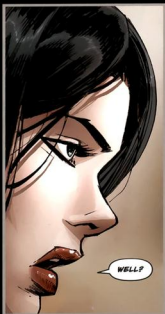
















THE  
SIMPLEST  
EXPLANATION  
IS USUALLY  
THE CORRECT  
ONE.



VERY  
WELL.



THAT'S DIRECTOR  
STANTZ, DIRECTOR OF  
THE AGENCY. HE'S A  
MAN OF FEW WORDS.  
HE AND I NEVER REALLY  
GOT ALONG ALL  
THAT WELL.

YOU MUST  
HAVE REALLY SPOOKED  
HIM. COMING HERE--HE  
USUALLY DOESN'T BOTHER  
MUCH WITH THE DAY-TO-DAY  
MATTERS. USUALLY LETS  
BETH OR ASSISTANT  
DIRECTOR RHODES HANDLE  
MOST THINGS.

WHATEVER  
YOU DO, DON'T  
CALL HER  
BETH.

ASSISTANT  
DIRECTOR TOSH.

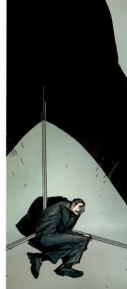


...WHO  
ISN'T SAYING  
ANYTHING...

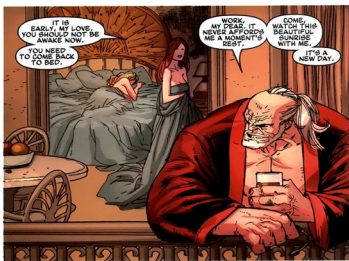
SO...  
DO YOU  
BELIEVE  
ME?











# POSTMORTEM

postmortem  mcfarlane.com

After numerous emails and over 600 submissions, the winner of the letters page has finally been chosen. It was a tough decision, as there were many clever and creative choices. However, both Robert and Todd came to a solid consensus on the new title emblazoned above. Congratulations to Robin Harman! We'll be contacting you soon to forward on your prize – A complete set of all five *Haunt* #1 first printing covers signed by Robert and Todd! Thanks, again, to all who participated, and we hope to see just as much enthusiasm in our next fan contest (yes, that implies there will be more in the future!). Now, on to your emails with Robert and Todd...

Jen Cassidy  
Managing Editor

Hey Haunt-ed,

What a cracker-jack first issue (people say that, right?! I don't know who to compliment first; whether it's Capullo's layouts (classic!), FCO's colours (that's how we spell that here!), Starkings' letters (legible! Kidding of course ... they're awesome), Ottley's pencils (glorious!), McFarlane's inks (the second coming!), or Kirkman's script (dynamic!) ... it's all just so fun.

That being said, I do have a bone to pick (uh-oh, here it comes right?). Why limit this issue to 24 pages? There are a few places where the plot hick-ups (namely between the order of Kurt's death and his funeral, and a few other extemporaneous plot threads ... and no, I'm not referring to the stuff left intentionally unanswered) and it seems to me that this could be prevented given a few extra pages to flesh it all out. I understand that you all have very busy lives. It's probably tough enough just to get a standard-length monthly comic printed with all the projects being worked on by all involved. But consider doing it in the future when you've got a lot of story to cover .... Everyone loves extra pages!

You could even get a guest penciler to lay them down! Perhaps you could retroactively answer my quibble with a flashback sequence in a future issue, adding extra pages, that could even be drawn by a guest artist (\*cough\* Cory Walker). Who knows? Feel free to wait to do this until the book catches on big time (which it will). All in all, great stuff!

Keep haunting,

Brendan Flaherty  
Saskatoon SK, CANADA

**TODD:** To your first point, I agree—everybody is bringing something creatively to this book. On any given page, the "wow" factor could be in the hands of any of us, which is actually one of the reasons I think this book will continue to do well. We've put together a team where everyone is contributing greatly. I don't know if I've actually been on a book, besides the early days of *Spawn*, where I thought the Letterer and the Colorist were bringing so much to the table, too, which is nice.

In terms of page count, we wouldn't want to get into the habit of artist inconsistencies, so I'd choose to keep one creative team on a book, and not mess up the rhythm.

rhythm. Also, we add more pages, we don't make the month, which would not make fans happy.

**ROBERT:** Also, sheesh, man... this issue was already extra-sized. Most standard comics are way less than 24 pages these days. What you see as story loops where extra pages are needed, I view as clean transitions from one important moment to the next. In particular, cutting from that mysterious man (who we learned more about in this very issue) ordering Kurt's death straight to his funeral, to me just skips the boring parts. If I had more pages, I probably would have used them to expand the action scene at the end. I know what the kids want.

Robert,

I just finished reading the first issue of *Hauw*. I want to say that I am also a HUGE fan of *The Walking Dead* and *Spaw*, so when I heard about this, I almost needed a change of pants. The stuff in here is truly fantastic. From the first two pages you had my undivided attention. I eagerly await the coming issues to see where this will go. This has a totally different life than *Spaw*, and especially the *Endgame* stuff, but still I must wonder, is there possibility for a *Spaw/Hauw* crossover? Thank you all, very much, for your hard work.

Mike

Queen Creek, Arizona

**ROBERT:** Thanks, Mike. I must say, I'm really proud of how this series is

turning out. I think this is one of the best, if not the best, introductory story arcs I've ever written. So it's great to hear from people who are digging the work. Frankly, with this art team I feel like I could phone this book in and it would still be spectacular, but I'm still giving it my all.

As for your crossover question, funny you should ask, because we're in the planning stages on... oh, I'll let Todd tell you about it.

**TODD:** Thanks. As you might imagine, with Robert and I doing various titles (*Walking Dead*, *Spaw*, *Invisible*), we sort of chuckled about when we're going to do our first crossover. Our goal right now is to establish *Hauw* on its own two feet before worrying about if we need to dip into some other books. Could there be a *Hauw/Spaw* or a *Hauw/Invisible* crossover in the future? Absolutely. Again, not until we feel very confident that *Hauw* has established itself. We don't want any creative detours slowing down the momentum we've built. Robert's got a grand idea about where he wants to lead this book, and right now it's not in the crossover realm.

**ROBERT:** Oh, so we're not going to tell them about the... saving that then, huh? Okay... I'll keep my mouth shut. (Just kidding, folks... for now.)

To the Hauw Crew,

Given the reputations of all creators involved in *Hauw*, there are great expectations concerning the series. While

I found the debut issue to be both surprising and exciting, delivering wonderfully on all creative fronts, I can't help but feel there was something missing. To be exact, moving straight from Kurt's off-panel death to the funeral, where Daniel is speaking with Kurt's ghost, for what clearly is not the first time. Was it a conscious decision to skip over Daniel's first encounter with Kurt's ghost, or was it written in and later removed for space? Aside from this singular pacing issue, which, I admit, is a very minor thing, I can only praise the book. This is especially true regarding the art. *McFarlane* taking *Orley* is a thing of beauty. The transformation was especially well done. Is Todd actively co-writing the series? Just curious. I look forward to reading more *Hauw* in the years to come.

Jacob Lee

**TODD:** You're right. The first issue did move along at a fast pace, but that allows us to go back and do a little bit of the origin story. Robert hasn't shown you everything that he has in his brain in the first 24 pages of this book. He's holding back a couple of surprises here. If everyone is patient we'll get to those answers soon.

**ROBERT:** Absolutely right. There are a lot of things hinted at in that first

issue and not shown that will be revealed later. But that funeral scene, was actually the first time Daniel encountered Kurt's ghost. The reason he's so casual about the whole thing is that Daniel is a broken man, he's not excited... and he thought the stress of the whole ordeal was causing him to hallucinate so he didn't think Kurt was actually real. As we get to know Daniel more as the series progresses, the scene will seem much more true to character upon re-readings.

**TODD:** And as far as co-writing, Robert and I had a lot of meaningful conversations upshot of what we'd like this book to be. From time to time Robert picks my brain. However, for the most part, if there's anything you like in the story, I can say with 100% accuracy that it was probably Robert's vision, that I added commentary to later. I agree that he started us off with a bang and we'll continue to keep it going.

**ROBERT:** You guys ain't seen nothing yet!

Haha Hauw team,

Congrats on your first issue! That being said, I have some comments, concerns, and apologies. I have to admit, when I heard about *Hauw* being another *Kirkman/Orley* presentation, I was 100%

on board. Then I read the concept in the back of an *Invisible* issue... I wasn't too thrilled about the concept. I was still going to buy it because I trust Kirkman. After reading it, he still hasn't let me down. So sorry, Robert, for ever doubting you. Orley... you're still the man. And FOD, you continue to blow me away. Another reason I was excited, was that *McFarlane* was on board. And doing risks to lead. But then I saw some inked stuff and, no offense, thought it destroyed Orley's work. After reading #1, I have another apology for Todd. The greatness of your risks totally complements the book and it's overall theme. Now some questions 1) Is this taking place in the *Invisible* verse like *Walt-Marl*? 2) Who came up with the design concept of *Hauw*? *McFarlane* or Orley? 3) Why do I continue to feel the need to buy all of Kirkman's titles? Am I an addict? In closing, thanks for an intriguing first issue. I hope the series builds enough to continue for a long time. I know I'm in.

Willie

**TODD:** One of the reasons we decided to do *Image* United was to make a concentrated effort to start to bring the continuity of various books published by *Image* a little bit closer to each other. We'll see where the stories start and stop, but Robert and I will make sure it makes sense before we try to force a crossover to happen.

As interesting as it is, the initial costume design of the character came from a session where Robert flew out to my office so we could brainstorm ideas

for the book. I did some drawings... and so did Robert. So, from the get-go, the initial concept, I'd have to say, was a true collaboration between Robert and I. Then, Ryan and Greg came in to lay some final kinks on it.

**KIRKMAN:** Oh, yeah. There are a lot of different things coming up in this series that I never would have thought to do without Todd's involvement. The line between "story guy" and "visual guy" were definitely blurred during the creation process.

And I'd field the "are you and addict" question, too. Yes, you are... and you need to get all your friends addicted, too. Please... I'd really appreciate it. All joking aside, I know it can't be easy to support a creator as prolific as I am at times... so I really do thank each and every person who buys so much as half of the books I put out. I'm having the time of my life right now and I'm thrilled to be in a position to keep doing what I'm doing. So thankful!

See you next month.

Todd and Robert

Next issue: *HAUNT* #4



*Hauw* faces off against *Cobra* for the second time... just in time to learn his weakness! Daniel (Kirkman's) quest to find his brother's killer and save the world just got a whole lot more difficult.

cover art by Greg