



Everything you need to know about...

ONLY 25¢ CENTS

aspen comics

FEB 2018 RATED T TEEN aspencomics.com

# Charismagic™

## PREVIEW COPY

PREVIEW COPY



# PREVIEW COPY

aspen comics for YOU, by US



Direct Edition  
by **KHARY RANDOLPH**  
& **EMILIO LOPEZ**

# WHAT YOU NEED TO KNOW:

During one fateful performance, Las Vegas magician Hank Medley discovered that everything he thought he knew about magic was dead wrong, as he accidentally caused every person in Vegas to disappear. Soon, he would discover his cat Sparkles could speak, and that he was at the center of a centuries-old war between magic's most powerful forces, as told to them by their new ally, a beautiful Druid named Sudana. He would also lose his girlfriend, Alle Star, and mentor Hector in the process.

Hank, Sparkles and Sudana eventually encountered the cause of the vanishing—Samsun, a deadly magical being returned from the dark realm known as the Void Realm. Together with the aid of the wizard, Kon, they eventually vanquished Samsun after a deadly battle of wills. However, his arrival was merely subterfuge for the Void's overlord, the evil shaman Serké.

With a portal now open, Serké unleashed the Void's most gruesome creatures into the Earth realm led by Hank's former loved ones, Hector and Alle. During the ensuing war, the shaman managed to pierce Kon's chest and unleash his magic into the world. Meanwhile, Hank, Sparkles and Sudana journeyed to the Golden Realm to flee Serké's forces, and managed to rescue Hector and Alle. Yet the cost was high, as Hank, Sudana and Sparkles' lives remain in upheaval, and the dark forces of magic now roam free in the shadows of society...

## CHARISMAGIC THE MAJOR PLAYERS:

### Hank Medley



Hank Medley thought his life as a Las Vegas magician and performer was tough, but he had no idea what the cards truly had in store for him. After managing to accidentally vanish the entire human population, Hank quickly learned that his pet cat Sparkles could speak, and soon the pair found themselves on an adventure to stop an ancient evil, Samsun, and save the world! In the process, they befriended a Druid named Sudana that helped shed light on Hank's inherent ability to vanish great distances and even span time! Hank and Sudana quickly fell for each other, and along with Sparkles, the trio has managed to save the world on many different occasions (See Aspen titles: Charismatic Volumes One and Two and Aspen Universe: Decimation).

### Sparkles



Sparkles began her life as a feline in the wild until it was discovered she had magical powers, and was soon exiled from her family by her mother in order to protect her other siblings. Sparkles soon found her way to the inner city and eventually was rescued by Hank Medley, a down-on-his-luck street hustler. She would become Hank's pet as he rose to stardom as a Las Vegas magician, and eventually revealed her magical abilities to Hank following his accidental vanishing of the world's population. She accompanied Hank on his quest to save said population and later into the Golden Realm. Recently, Hank and Sparkles helped save the world from the threat of Orlana, the Death Princess (Aspen Universe: Decimation).

### Samsun



The ancient being known as Samsun has lived thousands of years and has the powerful ability to absorb others' magic in order to strengthen his own. In ancient times, Samsun was recruited by the wizard Kon in order to defeat the Death Princess and steal her powers. Yet, her magic was too tempting, and Samsun was betrayed by Kon's clan of wizards known as The Order after they witnessed his temptation come to fruition. They sentenced him to a life in the Void Realm, a prison realm for dark magical beings. However, in the Void, Samsun encountered the deadly shaman Serké who used his own magic to teach Samsun how to return to the Earth realm by using human's life forces to channel his departure. Upon his return, Samsun was the true reason for the vanishing and it took the combined might of Hank and his allies to eventually subdue and trap Samsun in the Wall of Trapped Souls.

### Sudana



Sudana is a magical druid capable of seeing all magical beings via a network of interconnected life forces. She has accompanied Hank and Sparkles on their various quests and also has aided the wizard Kon at times. Sudana was recently kidnapped and tortured by Orlana, the Death Princess, and used as a conduit to identify and locate various powerful magical beings in order to control them. She was freed and now continues her own mission to maintain the balance of magic in the world.

### Serké



The shaman Serké once served as a faithful ally to the warrior Kon, until he was betrayed in battle by his friend and left to die in the clutches of the Death Princess, Orlana. However, she was attracted to Serké and allowed him to be her top lieutenant and partner. But Kon returned to wage war on his old ally and soon overwhelmed Serké in combat, sending him into the Void Realm rather than killing his old friend. In the Void Realm, Serké learned the art of dark magic and became the ruler of the sinister otherworld. He has since trained Samsun as his protégé and returned to Earth several times to unsuccessfully murder Kon, along with Hank, Sudana and Sparkles.

### Kon



The wizard Kon grew up to become a great warrior that attempted to oppose the tyrannical reign of Orlana, the Death Princess. However, losing in battle, Kon abandoned his chief ally, Serké, and fled to a void realm consisting of no matter or life. Eventually, Kon would channel his magic to create life itself, and return to Earth leaving the Void Realm to evolve on its own. Back in the Earth Realm, Kon assembled a team of powerful magical beings, including a young Samsun, and collectively they defeated Orlana—but not without great cost—as Samsun eventually succumbed to the temptation of his own powers. Kon and his allies decided to form The Order, a group of wizards that would work to preserve the sanctity of magic. Their first decision was to banish Samsun to the Void Realm, as his magic was thought to be too dangerous to exist on the Earth Realm.

### Munchy



Very few know the true birthdate or origin of Munchy or his reptilian kind, yet they were seen as early as Orlana's rule in battle against her. Munchy hid out in the desert on the outskirts of Las Vegas until the vanishing and found himself allied with a rather nefarious magical southern fellow. Soon after, they would encounter Hank and Sparkles and Munchy nearly devoured the pair before eventually befriend them, along with Sudana.

### Orlana



The Death Princess was born with a single purpose—to rule everything in her path. In her early years, she quickly took over her own village and eventually created a kingdom built on the back of her slaves. Eventually, the wizard Kon—with the help of Samsun's powerful magic—defeated and enslaved her in a work camp. She has since encountered the shaman Serké and lived far beyond her years using his magic.

*Charismatic created by Vince Hernandez*

FOR ASPEN: Founder: MICHAEL TURNER Co-Owner: PETER STEIGERWALD Co-Owner/President: FRANK MASTROMAURO  
Vice President/Editor in Chief: VINCE HERNANDEZ Vice President/Design and Production: MARK ROSLAN Editor: GABE CARRASCO  
Office Manager: MEGAN MADRIGAL Production Assistant: JUSTIN VANCHO AspenStore.com: CHRIS RUPP

**CHARISMAGIC PRIMER™ Vol. 1 Issue 1 FEBRUARY 2018, PREVIEW COPY.**

Published by Aspen MLT, LLC., Office of Publication: 5701 W. Slauson Ave. Suite 120, Culver City, CA 90230. The Aspen MLT, LLC. logo is a registered trademark of Aspen MLT, LLC. Charismatic™ and the Charismatic™ logo, are the trademarks of Aspen MLT, LLC. The entire contents of this book, all artwork, characters and their likenesses are © 2018 Aspen MLT, LLC. All Rights Reserved. Any similarities between names, characters, persons, and/or institutions in this magazine with persons living or dead or institutions is unintended and is purely coincidental. With the exception of artwork used for review purposes, none of the contents of this book may be reprinted, reproduced or transmitted by any means or in any form without the express written consent of Aspen MLT, LLC.

VISIT US ON THE WEB AT  
[WWW.ASPENCOMICS.COM](http://WWW.ASPENCOMICS.COM)

FIND US ON FACEBOOK AT  
[FACEBOOK.COM/ASPENCOMICS](http://FACEBOOK.COM/ASPENCOMICS)

FOLLOW US ON TWITTER AT  
[TWITTER.COM/ASPENCOMICS](http://TWITTER.COM/ASPENCOMICS)

FOR MORE ASPEN COMICS GO TO  
[WWW.ASPENSTORE.COM](http://WWW.ASPENSTORE.COM)

FOR THE COMICS RETAILER NEAREST YOU CALL: 1888-COMIC-BOOK > INTERNATIONAL RIGHTS REPRESENTATIVE: KELLY MASTROMAURO [PUBLISHING@ASPENCOMICS.COM]





"OUR SCRIPTURES TELL US OF A TIME AND PLACE WHEN THIS WORLD BELONGED TO US, WHEN WE COULD ROAM FREE OF PREJUDICE.

"SUPPOSEDLY, THERE WAS PEACE.

"BUT IF I'VE LEARNED ONE ABSOLUTE IN MY STUDIES OF OUR PASSAGES...

"...IT'S THAT PEACE IS NEVER CONSTANT.

REVIEW COPY



"THE PAGES  
REFER TO HIM AS...  
SAMSUN.

"HIS MAGIC WAS MORE A CURSE IN  
HIS YOUTH. HIS ACTIONS WERE NOT OF  
MALICIOUS INTENT THEN. NO, THEY WERE  
FOR SURVIVAL-- AT FIRST. BUT EVENTUALLY,  
THOSE UNFORTUNATE ENOUGH TO BE IN HIS  
SHADOW WERE TAKEN BY HIS DARKNESS.

"WITHOUT FEASTING ON OUR KIND,  
ON OUR MAGIC, HE COULD NOT  
SUSTAIN HIS LIFE FORCE.

"BUT  
EVENTUALLY...  
HE CAME TO  
ENJOY IT.

"HE WAS  
DEEMED TOO  
DEADLY TO LIVE  
AMONGST  
THEM...

"...AND IN THOSE  
TIMES, AS I'M  
SURE EVEN YOU  
BOTH ARE AWARE  
OF, A COLLECTIVE  
FEW RULED OVER  
ALL. THE DECISION  
WAS THEIRS.

PREVIEW COPY





"THE ORDER OF FIVE WERE LEFT WITH NO CHOICE BUT TO IMPOSE BANISHMENT UPON HIM..."





...TO THE VOID  
REALM.


"THE REALM, A PLACE  
EVERY ONE OF US WHO  
BLEEDS MAGIC HOPES TO  
NEVER EXPERIENCE. IT'S  
DESCRIBED AS MYTH IN  
OUR WORDS BECAUSE  
WE WISH IT WERE SO.

"TRAPPED WITH THE VERY  
WORST OF OUR KIND, IT  
IS A CONFINEMENT ONLY  
THE ORDER WOULD  
DREAM OF USING.



"YET, THEIR SOLUTION TURNED  
OUT TO BE A NIGHTMARE.

"WITH ALL THEIR INFINITE WISDOM,  
THE WIZARDS FAILED TO FORESEE  
THE INHERENT DANGER IN A  
BEING AS VILE AS THIS. HIS MAGIC  
WAS A NEW FORM OF DARKNESS,  
AND IT CLOUDED THEIR JUDGMENT  
WHEN THEY DECIDED HIS FATE.



"A BEING SUCH AS  
SAMSUN SHOULD NEVER  
HAVE BEEN BANISHED.  
HE SHOULD HAVE BEEN  
EXTERMINATED.

"INSTEAD, HE  
WAS LEFT TO HIS  
OWN DEVICES.

PREVIEW COPY



"CENTURIES PASSED,  
SAMSUN GREW OLDER,  
STRONGER-- WISER."

"HIS RETURN  
WAS INEVITABLE."



NEW COMIC







9 P.M.

ARE YOU EAGER  
TO TRANSCEND THE  
TRAPPINGS OF  
YOUR REALITY?

TO DISCOVER A  
MYSTIC FORCE GREATER  
THAN ANYTHING YOUR MIND  
COULD POSSIBLY IMAGINE,  
OR COMPREHEND-- YET  
YOU STILL BELIEVE?

BECAUSE IF  
YOU DO...



...THEN  
FREE YOUR  
IMAGINATION...



...AND  
PREPARE  
YOURSELVES  
FOR...



...THE  
INCREDIBLE!!!



PREVIEW COPY





SOOO. IT'S JUST A BUNCH OF ROCKS?



IT'S NOT JUST A BUNCH OF ROCKS! IT'S HISTORY.

WELL WITH THE LONG RIDE OVER, I GUESS I WAS EXPECTING MORE.



MORE? NOBODY CAN EXPLAIN HOW THESE ENDED UP HERE. IT'S MIRACULOUS. IT HAS TO MEAN SOMETHING, DON'T YA THINK?



CRAZY...

I KNOW, RIGHT??

NO... TURN AROUND.

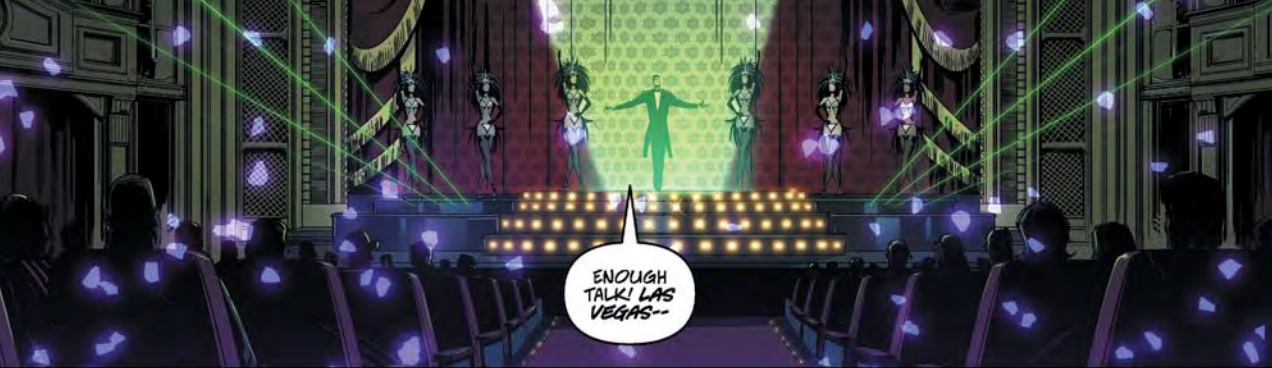
I THINK WE SHOULD LEAVE-- NOW.

R  
U  
M  
M  
B  
L  
E

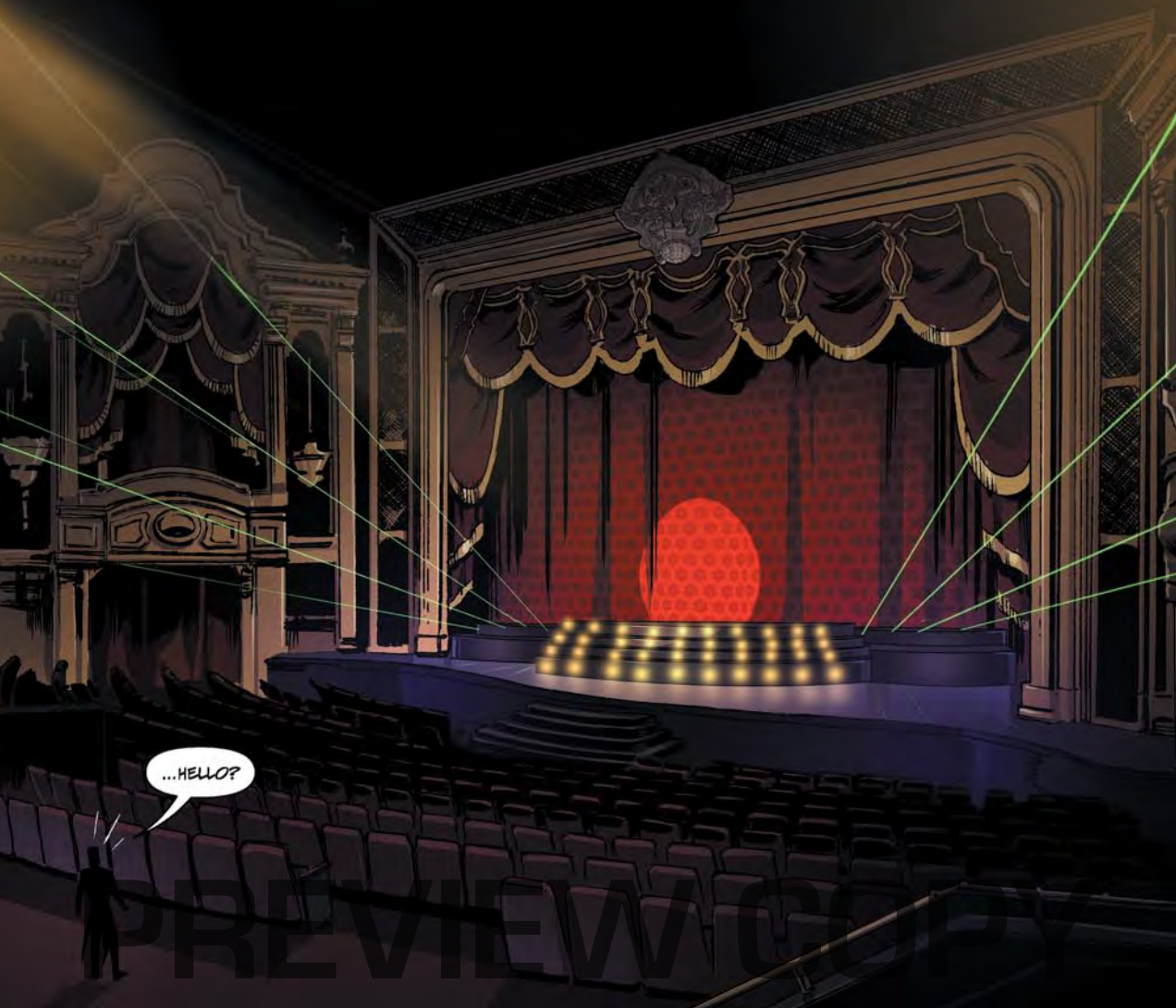


REVIEW COPY













AT  
LAST...

BA-DOOM

PREVIEW COPY



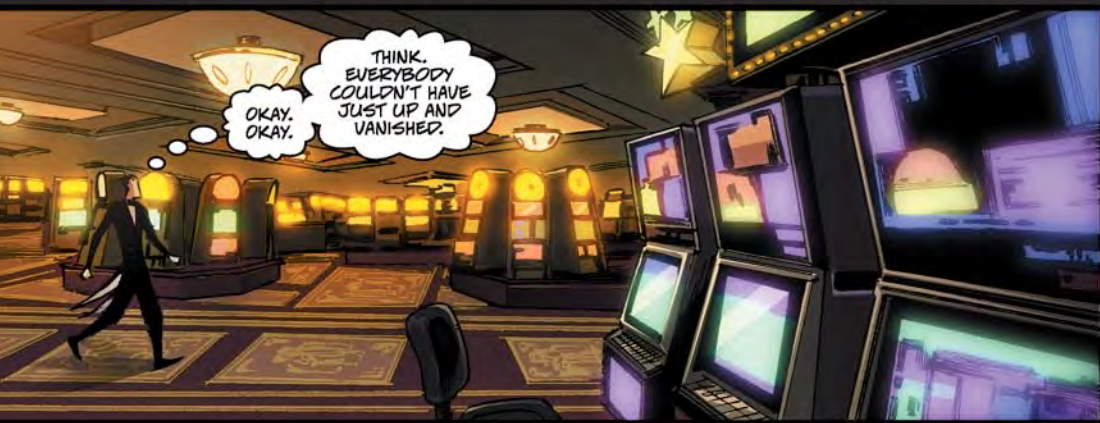






PREVIEW COPY





OKAY.  
OKAY.

THINK.  
EVERYBODY  
COULDN'T HAVE  
JUST UP AND  
VANISHED.



I NEED  
TO FIND  
HEC--



SNAP OUT OF  
IT, HANK. YOU'VE  
GOTTA FIGURE  
OUT WHAT'S  
GOING ON.

AND  
QUICK--



WHAT WAS  
THAT? WHO'S  
THERE??



HEY--

W COPY





--DOWN  
HERE.

I THINK IT'S  
TIME WE HAD  
A TALK.

READ MORE IN THE PAGES OF



ON SALE NOW!

PREVIEW COPY



# “The Golden Realm”

Hank, Sudana and Sparkles were under the impression they had vanquished the threat posed by Samsun during the final battle within Kon’s temple in Costa Rica. During the onslaught, Samsun was imprisoned within the wizard’s Wall of Souls, his own personal confinement for dark magical beings. However, the trio soon discovered that Samsun’s assault on the Earth Realm was only the opening salvo for a much larger invasion led by the shaman Serké’s forces of destruction.



However, Hank was clueless to the fact that his old mentor, Hector, and his former girlfriend, Alle, were both possessed by Serké’s spell cast upon them in the Void Realm. Under his tutelage, the pair would arrive back on Earth as his lieutenants of war.

In Los Angeles, Hank and allies, including his agent buddy, Kenny, found themselves on the run from the fiery magical lion, Torgan and his acolytes teeming through the city. Yet, the group was able to stave off these forces with the arrival of Haven, a tiny ally in the fight against Serké.

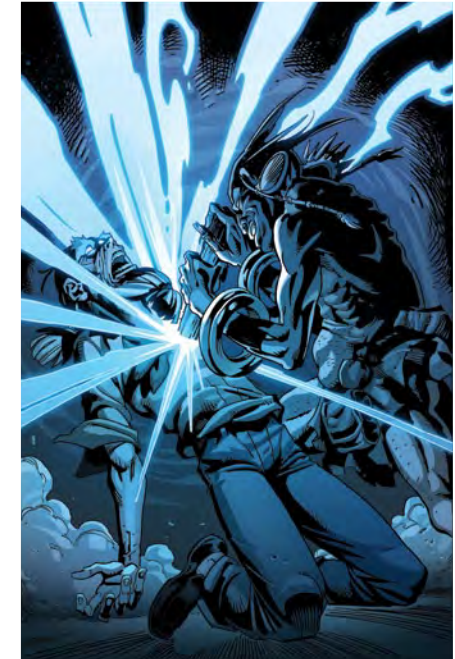


Using Dero’s wooden box containing the golden coin, they opened the miniature portal to The Golden Realm, and Hank vanished them through to the other side. Unfortunately, Serké and the beast Torgan managed to capture and kill Kenny.



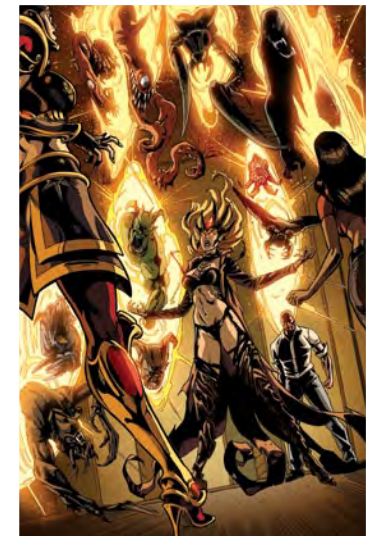
Seeking her magical power back from Samsun, it was discovered that Serké had double-crossed Samsun in favor of Orlana, his long-lost lover. Together, their powerful magic proved too much for Kon and Dura, as she was sent into the Wall of Souls and Kon’s magic escaped from his mortal body.

In the Golden Realm, the trio was quickly apprehended by The Golden Guard and sent to The Golden Hall to be sen-



tenced by Sha Lux, the resident ruler. Her judgment, however, was interrupted by the sudden arrival of Alle, Hector and Torgan—along with their acolytes looking to destroy the realm. Forced to team up to vanquish the greater evil, Hank, Sparkles, Sudana, Haven, Sha Lux and The Golden Guard were able to defeat Serké’s minions, yet not without sacrifices on both sides.

Leaving Hector in the Golden Realm on his own accord, the group vanished back to Earth with Alle, but their union’s trust was forever shattered as it was revealed Sudana held back on revealing her visions to the group.



Read the entire story in Charismatic Volume 2 “The Golden Realm” TPB available in stores now!

PREVIEW.COM



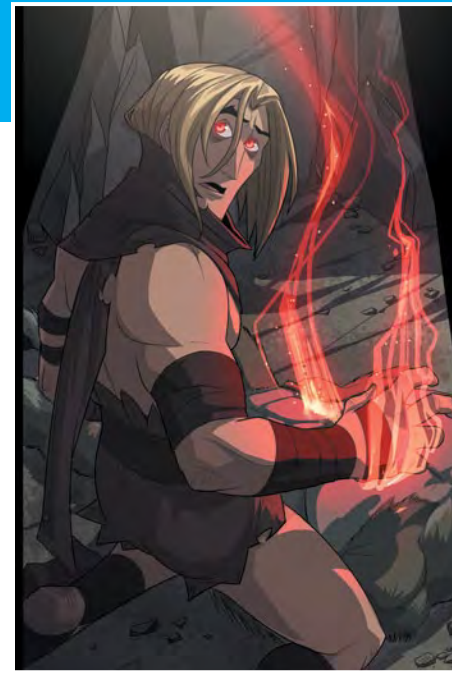
# CHARISMAGIC

## The Death Princess

Born with the ability to control minds, Orlana, a young girl with a keen sense of her own entitlement, would soon overthrow her own village during her rise to complete world domination in ancient times. It was revealed that not only could she control the minds of human beings, but also prehistoric beasts, leading to the unopposed command of her kingdom as the Death Princess.



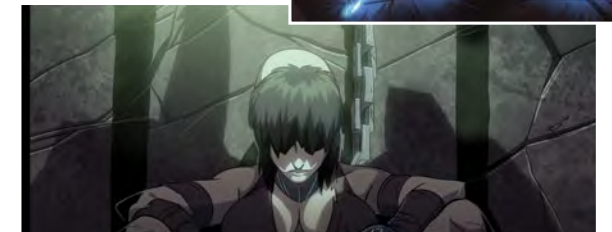
However, the young wizard Kon, along with his closest friend and ally, Serké, attempted to overthrow her rule, yet were unable to combat the many forces under Orlana's control. In desperation, Kon foolishly vanished himself into a Void Realm of time and matter, leaving his friend Serké to be captured by the Death Princess. This action would forever shatter their friendship.



In the Void, Kon was able to manifest new life itself using his powerful magic, and soon created a realm capable of sustaining life. The wizard deemed the time right to return to Earth and defeat Orlana once and for all. Seeking out the most powerful wizards in existence, Kon soon assembled The Order, a group of magical beings capable of aiding him in his quest. The group's final member was a naïve young man named Samsun.



During the battle for the kingdom of Orlana, The Order was able to sway the tides of war in their favor, but not without losing one of their own, Ro, in the process. The group utilized Samsun's ability to absorb magic to steal Orlana's powers, but Samsun was unable to control his own actions, and was incapacitated by his own allies. Kon managed to defeat Serké as well, sending his old friend to the Void Realm. Later, The Order collectively decided to also send Samsun to the Void to live out his life in eternity. The Death Princess was sentenced to work out her life in a slave camp, yet a trace amount of her powerful magic soon returned.



Read the entire story in  
Charismagic: The Death Princess available now!  
Collected TPB in stores October 2018!

PREVIEW COPY