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TO WEST

Home Again, Home Again

An Introduction of Sorts

The acclaimed American author and playwright Thomas Wolfe once famously wrote, "You can't go home again." I'm going to let you in on a little secret. Mister Wolfe was, quite frankly, full of bullpucky.

In "The Death of the Hired Man," legendary Pulitzer Prizewinning poet Robert Frost wrote, "Home is the place where, when you go there, they have to take you in." Trust me when I tell you that's a whole lot closer to the truth. But permit me to explain.

In the autumn of 1970, I was living in Levittown, New York, and writing short mystery stories for the always-amiable Joe Orlando, editor of such spine-chilling titles as *The House of Mystery* and *The House of Secrets*. I was on the subway, heading for one of my then-weekly meetings with Joe, when I realized I had nothing to pitch him. No story ideas. Nothing.

Desperate professional that I was, by the time I reached the office I had concocted a little period piece, a tale of a scientist murdered by his jealous best friend, then resurrected by the swamp his body was left to rot in so he could seek his revenge. To this day, if my life depended on my telling you where the idea came from on such short notice, you'd have no choice but to put me up against a wall and hand me a blindfold. Still, Joe eagerly bought the idea and I quickly went to work. I kept referring to the story as "that swamp thing I'm working on," and when the time came to find a title the name just stuck. Swamp Thing it was.

At a party that month, I asked my old buddy (and budding young superstar artist) Bernie Wrightson if he'd be willing to draw the story, and was gratified when he said he was in. We were off and running

were off and running.

When The House of Secrets #92 hit the newsstands in April of 1971, it was the best-selling DC comic of the month, outgrossing even such stalwarts as Superman, Batman and Wonder Woman. Being an astute businessman, DC's then-publisher, the great artist Carmine Infantino, quickly asked Bernie and myself to turn our short story into an ongoing series. But being young, extremely foolish and rather full of ourselves at the time, Bernie and I said no. That particular short story had grown to have deep personal meaning to the two of us and we did not want to diminish that by commercializing the story. (I know. I know. Look, I just told you we were young and foolish.) Fortunately, a year later I suddenly realized we didn't have to continue our original story, but could start anew, and that's precisely what Bernie, Joe and I did.

Swamp Thing #1, which hit the stands in August of 1972, was an immediate success, and for the next few years Bernie and I had a blast. We populated Alec Holland's world with such sterling supporting characters as the ultimate mad scientist Anton Arcane, his beautiful niece Abigail, hard-bitten Federal agent Matt Cable, and an assortment of the most gruesome, grotesque, and simply wonderful monsters you could possibly imagine.

After ten spectacular issues, Bernie decided to leave the book.

I soldiered on for three more issues, working with the extraordinary Filipino artist Nestor Redondo, until I realized I just wasn't having as much fun without Bernie, and left the title myself. The good folks at DC attempted to keep the book going, first with writer David Michelinie, then with my old apartment-mate and friend Gerry Conway, but the law of diminishing returns held sway and, after another dozen issues or so, Swamp Thing was, mercifully, sent to that great back-issue box in the sky.

And there it might have remained, had not writer/director Wes Craven — of The Last House on the Left and A Nightmare on Elm Street fame — decided to turn Swamp Thing into a feature film.

It was now 1982, and after a several-year sojourn across town at our Marvelous competition (where I had created, among other things, a certain adamantium-clawed Canadian mutant), I was back at DC, writing several titles and serving as the editor for a number of others. When I heard about Wes's plans, I went to see Jenette Kahn, DC's then-publisher, to suggest that if there was going to be a Swamp Thing movie, there should probably be a Swamp Thing comic again to support it. Jenette agreed, despite the fact that I was unwilling to write this new incarnation myself, and I set out to find a new creative team for the book.

For the writer's slot I tapped my good friend Martin Pasko (who would later return the favor by dragging me kicking and screaming into the field of animation writing by assigning me my first episode of the Emmy-winning Batman: The Animated Series). For the book's artist, I chose one of the foremost graduates of the Joe Kubert School of Cartoon and Graphic Art, the talented Tom Yeates. With the team now in place, we were ready, as they say, to rock and roll.

For nineteen issues under Marty and Tom's skilled guidance (less a two-issue fill-in by writer Dan Mishkin), The Saga of the Swamp Thing took Swampy through a whole new set of adventures, introducing new supporting players such as Dennis Barclay and Liz Tremayne, and new foes for the character, not the least of whom was one General Avery Carlton Sunderland, whose efforts to uncover the secrets of the Swamp Thing would eventually lead to a whole new rebirth of everybody's favorite muck-encrusted mockery of a man.

When Marty chose to leave the book after issue #19, I was in a quandary, struggling to find a writer of equal caliber to replace him. Having exhausted all of the available choices (of which there were, frankly, darn few) on this side of the Atlantic, I looked across the pond to Great Britain, where I had been following the work of one particular young writer whose efforts in such British weeklies as 2000 AD and Warrior seemed to stand head and shoulders above the rest. The guy's name was Alan Moore.

I no longer recall how I got hold of Alan's phone number, but I rang him up (as they say over there) and introduced myself. Alan promptly hung up on me. I called him back and spent several exasperating minutes convincing him that I was indeed who I said I was and not one of his mates playing some cruel prank on him. When Alan finally accepted me at face value, I

offered him Swamp Thing. He told me he'd think about it and get back to me.

Several days later, Alan called back and told me what he'd been thinking. He asked if it was all right with me, as both the editor and the creator of the character, if he might make a few changes in ol' Swampy along the way. When I heard what he had planned, I eagerly agreed, and you, lucky reader, will get to see the first flowering fruits of the seeds Alan planted in the pages ahead.

By this time, it should also be noted, the talented Tom Yeates had given way to his two artistic assistants on the book, Steve Bissette and John Totleben. When Tom decided that the pressures of a monthly book were too much for him, Steve and John arrived at my door, samples in hand, pleading for the opportunity to replace Tom. Once I saw what they had to offer, their pleas did not fall on deaf ears. They brought an enthusiasm and an intricacy to the art that perfectly complemented Alan's elaborate scripts.

One last observation and I'll leave you to the wonderment ahead. This volume collects, for the first time, issue #20 of The Saga of the Swamp Thing, Alan's first issue. Appropriately entitled "Loose Ends," the issue brings closure to most of Marty's dangling plotlines while at the same time setting up the remarkable storylines to come. Its absence from the series' existing collected editions has caused it to be unfairly overlooked — a situation that, hopefully, will now be remedied. As you'll see, it certainly deserves permanent preservation in a package such as this.

Okay, I guess that's everything you really need to know at this point. When I began this little stroll down memory lane, I told you that Wolfe was wrong and Frost was right, that if you have the need and the means and the fortitude, you can indeed go home again, as I did when we revived the Swamp Thing.

What I neglected to tell you was what a weird and wonderful place home can be. Come on in, set yourself down in that moldering old easy chair, and get comfortable. In this case, home is where the horror is.

— Len Wein October 31, 2008

Veteran comics writer and editor Len Wein is the creator of such memorable characters as Wolverine, the New X-Men and the Human Target, as well as the co-creator (with Bernie Wrightson) of the Swamp Thing. In his long and prolific career he has written for hundreds of titles, encompassing nearly every significant character in the medium. He has also built a successful career in TV animation, scripting such hit series as X-Men, Spider-Man and Batman: The Animated Series.

Foreword

"It's raining in Washington tonight. Plump, warm summer rain that covers the sidewalks with leopard spots. Downtown, elderly ladies carry their houseplants out to set them on the fire escapes, as if they were infirm relatives or boy kings."

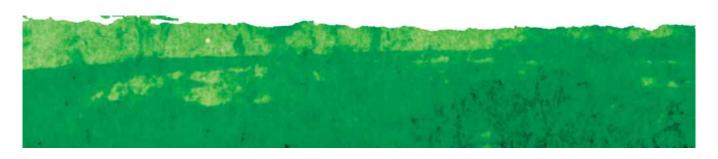
I didn't write that, but I would be happy to have done so. These are the opening lines of Alan Moore's Swamp Thing #21, and I think they demonstrate that Moore needs no special pleading at all. Let me explain what I mean. Back in the late sixties a change overtook many of the comic books on the shelves; even familiar series became harsher, more cutting, more willing to take on reality in ways that, when the Comics Code was at its most suffocating, would have been unthinkable. Some of the loudest applause was mine. Still, when I look back now at some of the comics I praised, it seems to me that for all their seriousness about issues such as heroin addiction and racial intolerance, they weren't necessarily very well-written: too shrilly and melodramatic, perhaps, or too given to dull Hollywoodish preaching in the dialogue; characters

intoning lines that would be groaned off the screen in a movie. It's possible, as with the rock music of those years that used classical themes or was played from scores, that some of us — especially those like myself who hadn't previously been drawn to the field — tended to overrate what we found unexpected. But then again, without the progress made in those years, we might not have comics written by Alan Moore, in which case we would be a good deal poorer.

In some ways, his merits are those of the finest tradition of comics: his ear for dialogue, his talent for concise, clear story-telling, his unerring sense of pace and timing. In other ways, he and his collaborators, Stephen Bissette and John Totleben, pretty well lead the field, especially in building a sense of terror. You'll find a hint of this on the first page of "The Anatomy Lesson," a promise gruesomely kept by the finale of the story. But it's the uncompromising radicalism of "The Anatomy Lesson" that announces most clearly this team is a force to be respected. There surely can't be many writers who, having taken over an established character, would begin by demonstrating (in the autopsy scene) that the character has never made sense as he was presented and is in fact something far less human than even he himself believed. Moore, Bissette, and Totleben take Swamp Thing apart in order to rebuild him.

It's a moving and disturbing process, illuminated by the resurrection of a minor DC villain, the Floronic Man, to represent the dark side of identification with the vegetable kingdom, Swamp Thing's darker self. Jason Woodrue is all the more disconcerting for expressing genuine ecological concerns; he's more articulate than monsters usually are — since Frankenstein's, anyway (though comic books are more prepared than most fiction to let their monsters have their say). He is given some of the best and most unsettling lines, and a poignant farewell. "If there's one thing I despise, it's the sound of steak sobbing," he muses, and later sums up humanity as "screaming meat," a phrase one could use to summarize splatter movies: maybe they are the revenge of vegetables, and Woodrue seems to acknowledge this by wielding a chainsaw.

Meanwhile we're taken on a hallucinatory journey by Swamp Thing's changing consciousness, introduced by the extraordinary image of Swamp Thing's face filling up with rain. (Here I restrain myself from raving on about the visual inventiveness of the comic, preferring to let you discover that pleasure for yourself in your own time, but let me take the opportunity to celebrate Tatjana Wood's coloring, especially effective in the mental landscapes.) Here as elsewhere, Moore's language and imagery is simultaneously comic and horrifying, as is the way with horror fiction. Horror fiction at its best is in the business of pushing back the barriers, of risking the absurd in order to reach the sublime, just as Jason Woodrue does by eating a tuber of Swamp Thing's. By this stage no reader can doubt that here is a story prepared to go to the end of itself, whatever it may find there or on the way.



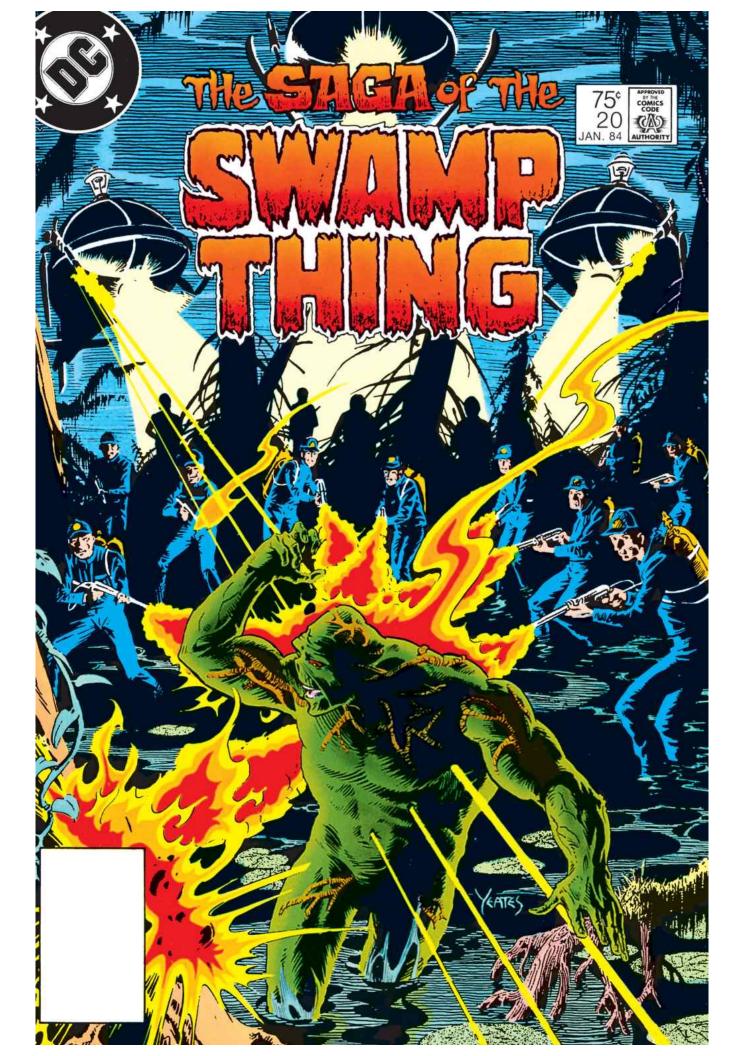
One troubling character it finds is Abby Arcane, still understandably suffering from all she went through, and not only in previous issues: one nightmarish childhood memory, powerfully depicted, seems to have no immediate narrative significance. Perhaps it stands for the horror that underlies the world of these stories and can break through at any time without warning: a world where one may buy a panel from a Francis Bacon crucifixion study as a poster, or be the life of the party by turning one's friends into zombies, or where all the pupils at a school for autistic children may suddenly draw the same monster. But perhaps it also means that Abby has suffered enough to be able to reach the children. We can only hope.

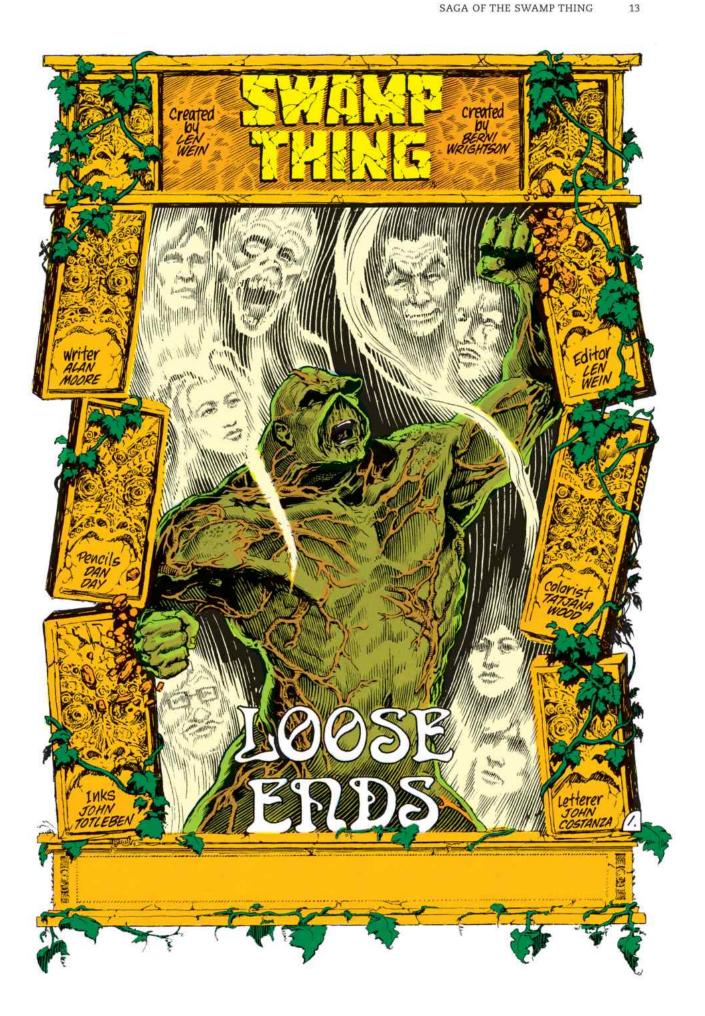
Having passed through the vegetable consciousness, with his own skull playing Yorick to his Hamlet and getting the best lines, Swamp Thing is resurrected in an awesome full-page panel. From here on the comic becomes what I would call a poetic reinvention of the super-hero, not only Swamp Thing but the Justice League (one of whom is brilliantly epitomized as "a man who moves so fast that his life is an endless gallery of statues") and later, Jack Kirby's Demon. It seems to me that this creates a real problem in sustaining a tale of terror: after all, if the terror only needs a handy super-hero to thump it into submission, we might as well not lose any sleep about it. But Alan Moore's terrors are too profound to be gotten rid of so easily. They are rooted deeper in the characters than a super-hero can reach.

Len Wein and Bernie Wrightson's Swamp Thing was a remarkable fusion of the super-hero comic and the horror story, but I should like to claim even more for the new Swamp Thing. "All I knew were the suburbs of fear... and now here I am, in the big city." Indeed. The notion of the horror that can take the form of the victim's deepest fear is hardly new, but I have never seen a more terrifying image of it than the one that visits Jessica in "...A Time of Running..." One test of art is that it is deeply felt, and can anyone doubt that this is? I believe that at its best, the new Swamp Thing can stand beside the finest works of contemporary horror fiction. I believe horror fiction is capable of encompassing a great range of human experience — comedy, tragedy, terror, and awe — and now it is beginning to do so. It is all the richer for Messrs. Moore, Bissette, and Totleben. Long may they continue to light up our darkest dreams.

Ramsey Campbell

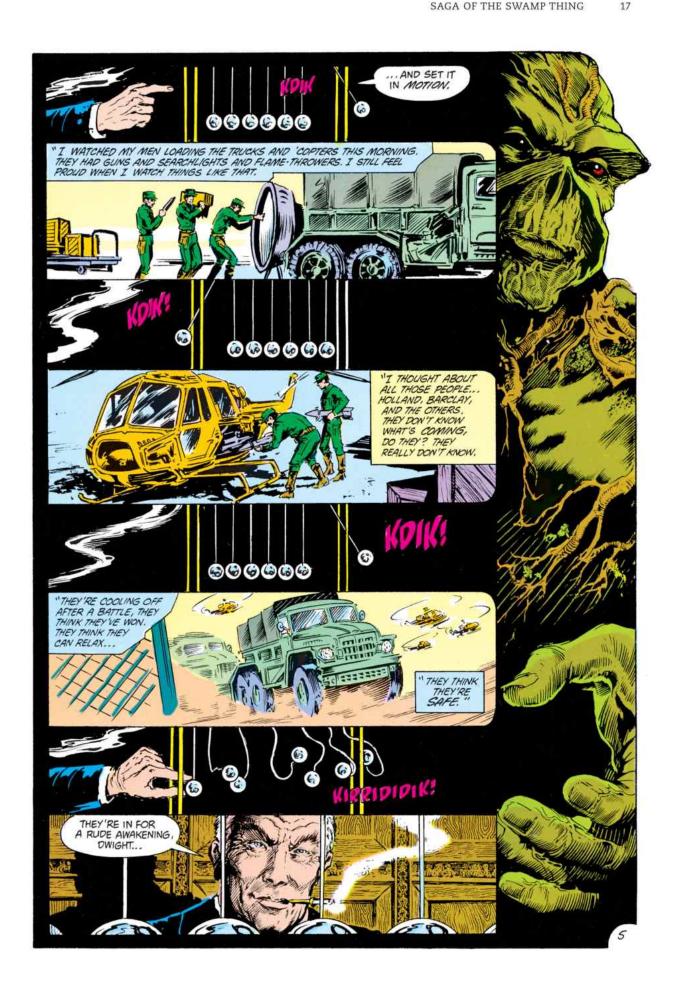
A winner of numerous awards for his horror fiction, Ramsey Campbell has received the British Fantasy Award for his novels The Parasite, Incarnate, The Hungry Moon, The Influence and Midnight Sun, as well as the World Fantasy Award for his short story "The Chimney." Campbell is also an accomplished editor whose anthologies include Uncanny Banquet (featuring literature out of print since 1914) and Gathering the Bones.

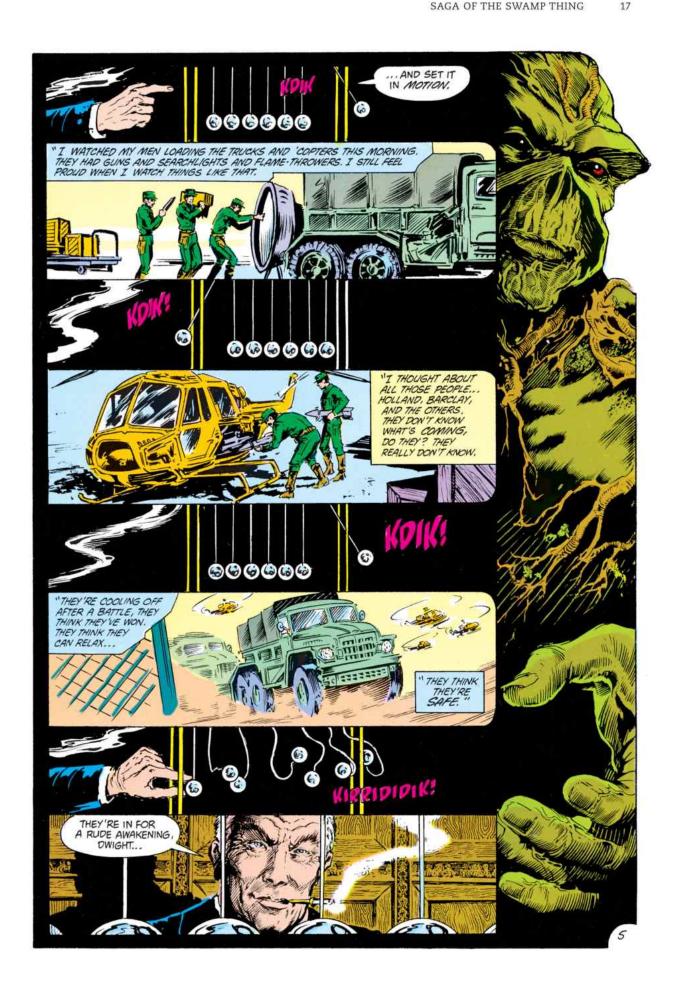












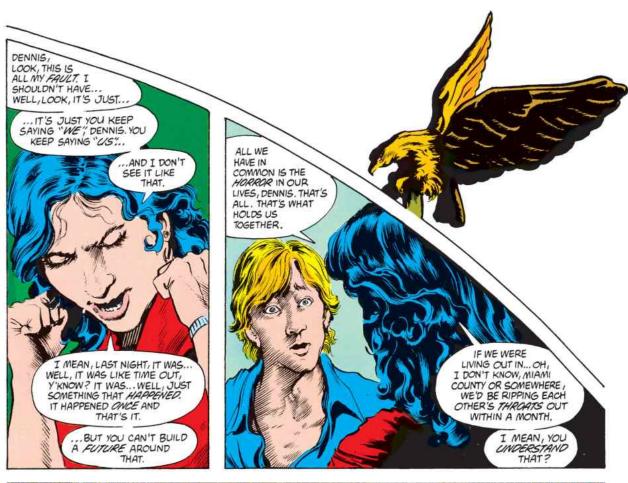
























































"THERE WERE THINGS WITH NO EYES AND THINGS LIKE DAMP, FURRY RUSS THAT GIGGLED WITH CHILDREN'S VOICES. THERE WERE THINS. I CAN'T TELL YOU ABOUT...



"AND I WON. THEY JUST VANISHED! I FELT A GREAT, I DUNNO, A GREAT CALM-NESS INSIDE ME. I KNEW THAT I'D BEATEN IT, THAT I'D RID MYSELF OF THIS... THIS ABULITY.





WE'RE OKAY, ABBY.





















BUT ..







HEY, THAT'S NICE. HALO OF LIGHT AROUND THE WHOLE WOODS. THAT'S REAL NICE.



OKAY...NOW, WE'RE COMING AT THE WOODS NICE AND SLOW FROM THE NORTH. GONNA DO US A CLEAN SWEEP. EVERYBODY KNOWS THE SCORE, RIGHT? YEAH? WELL, ALL RIGHT...























SAGA OF THE SWAMP THING













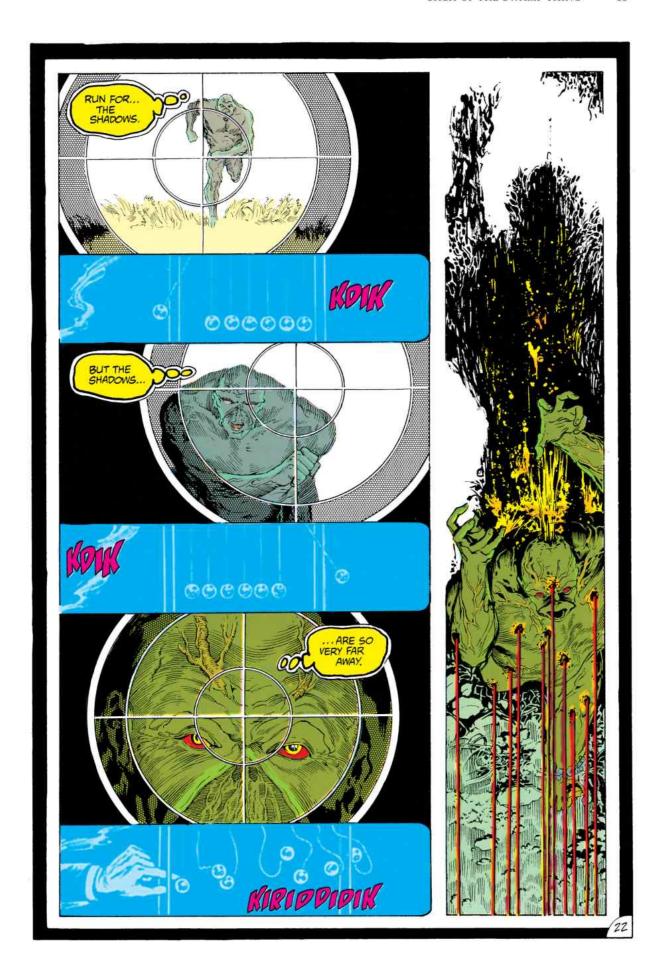


























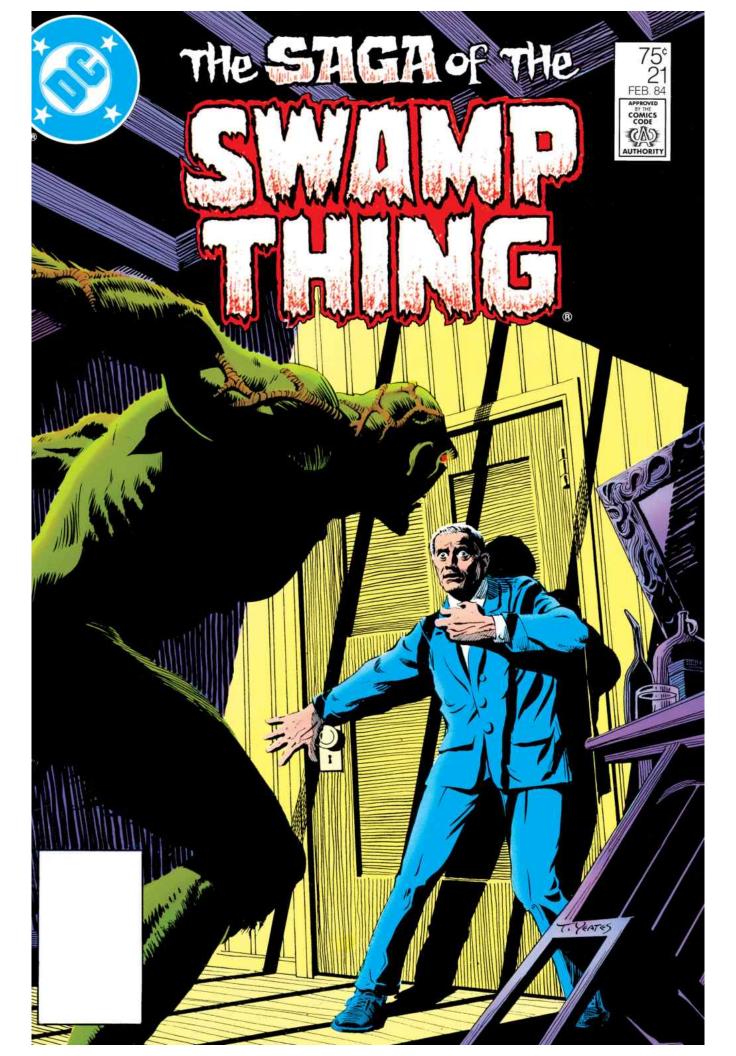






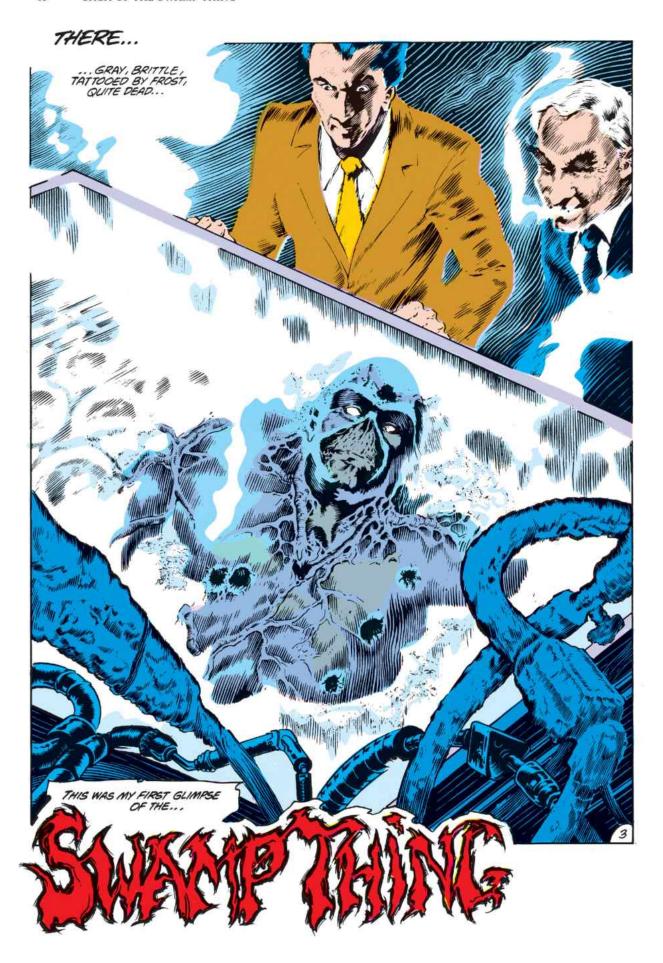








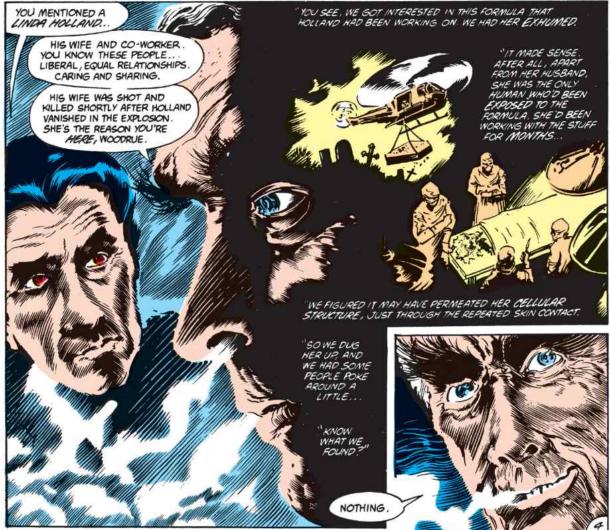




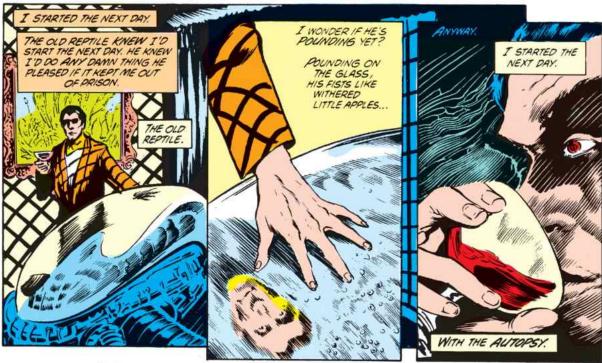




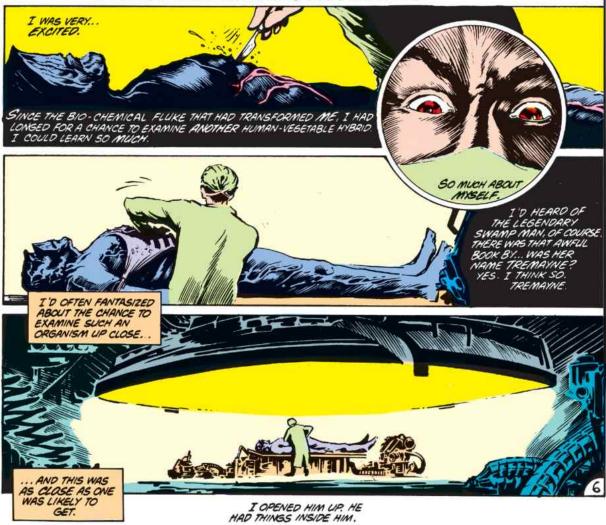








I REMEMBER CLEARLY THE MOMENT BEFORE I BEGAN TO CUT:



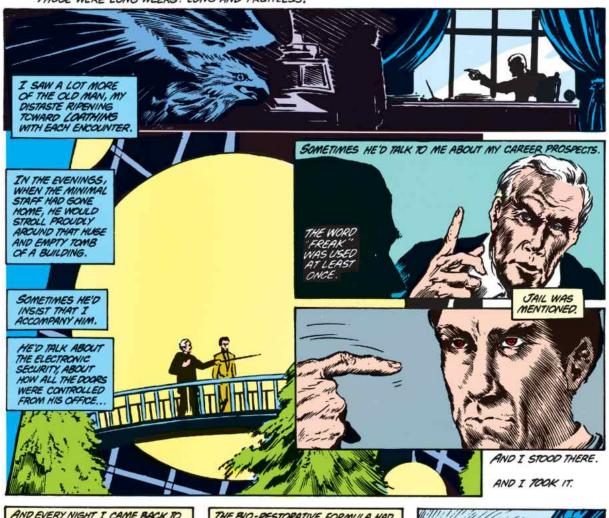
THERE WERE TWO LARGE, POD-LIKE STRUCTURES WITHIN THE CHEST CAVITY...

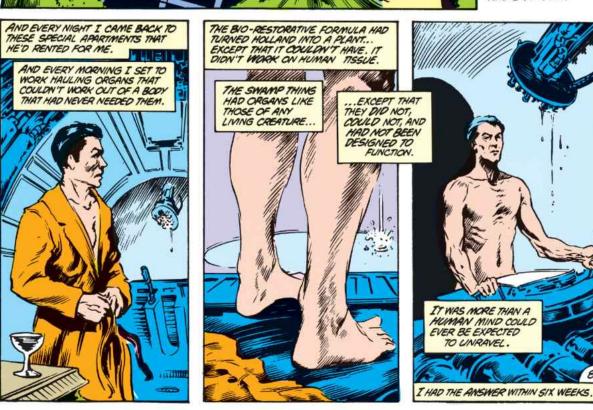


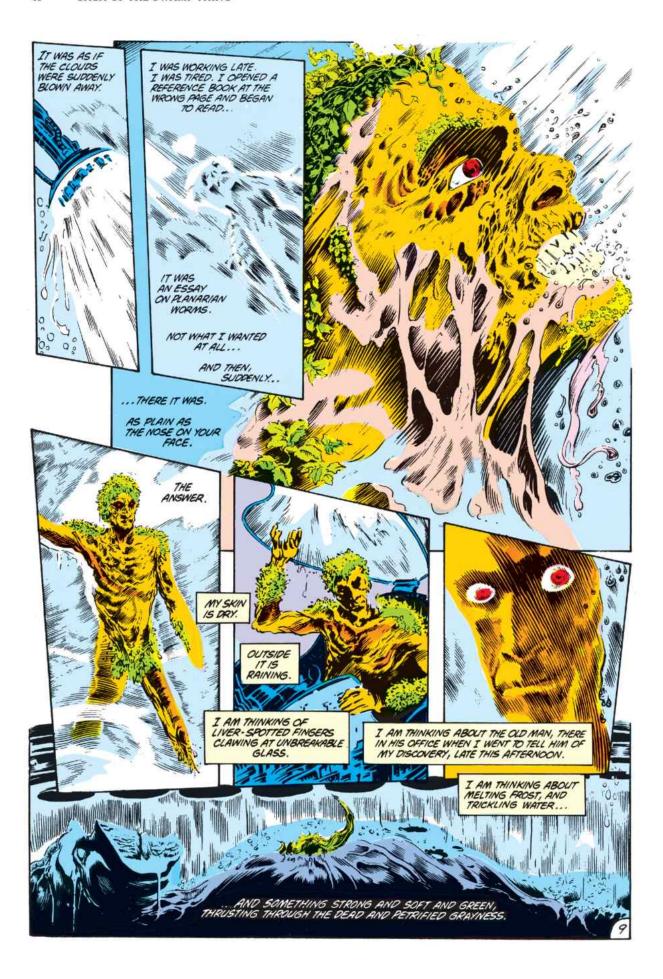




THOSE WERE LONG WEEKS. LONG AND FRUITLESS.



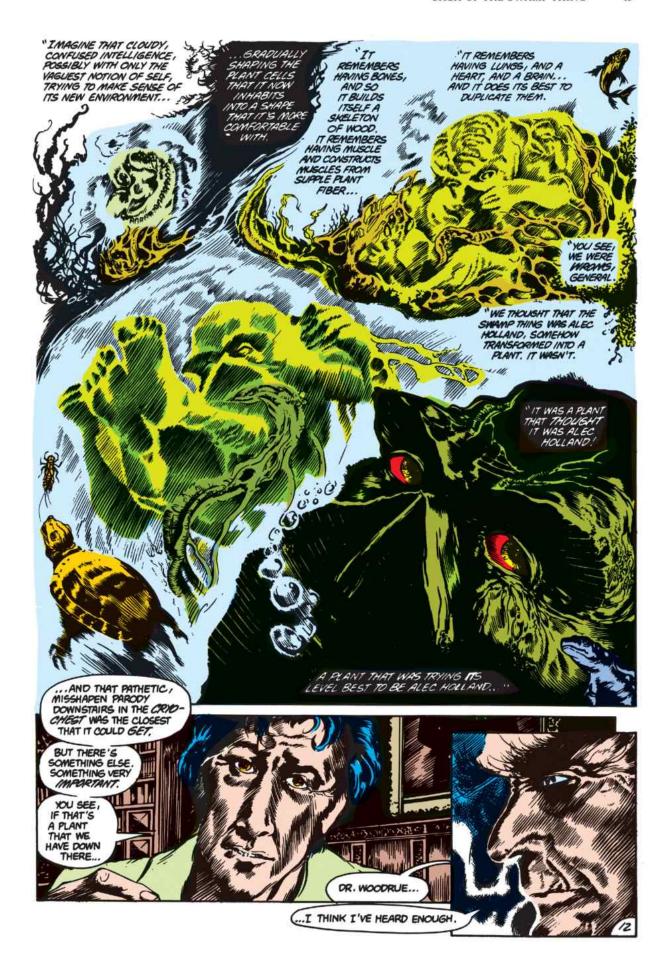


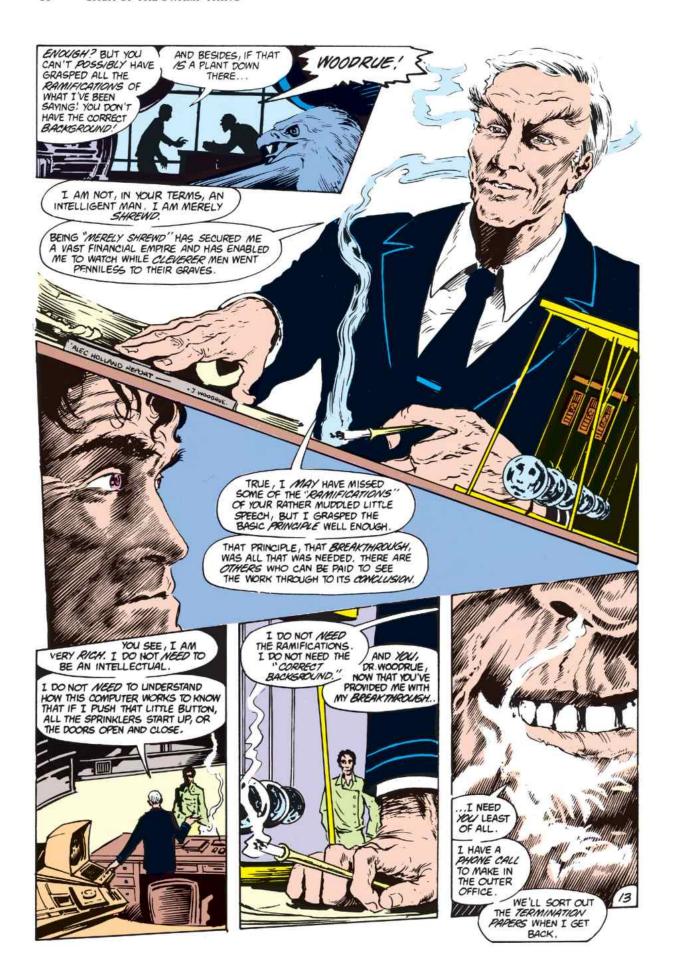


THE OLD MAN HAS NO ONE BUT HIMSELF TO BLAME. HE DIDN'T UNDERSTAND, EVEN WHEN I EXPLAINED IT TO HIM. HE DIDN'T LISTEN...







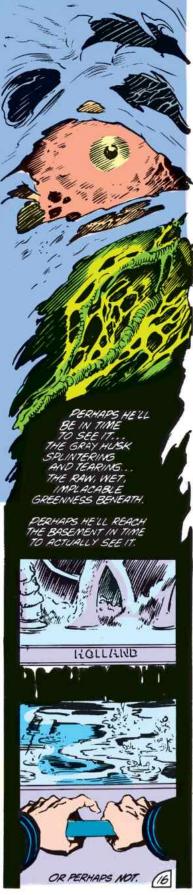












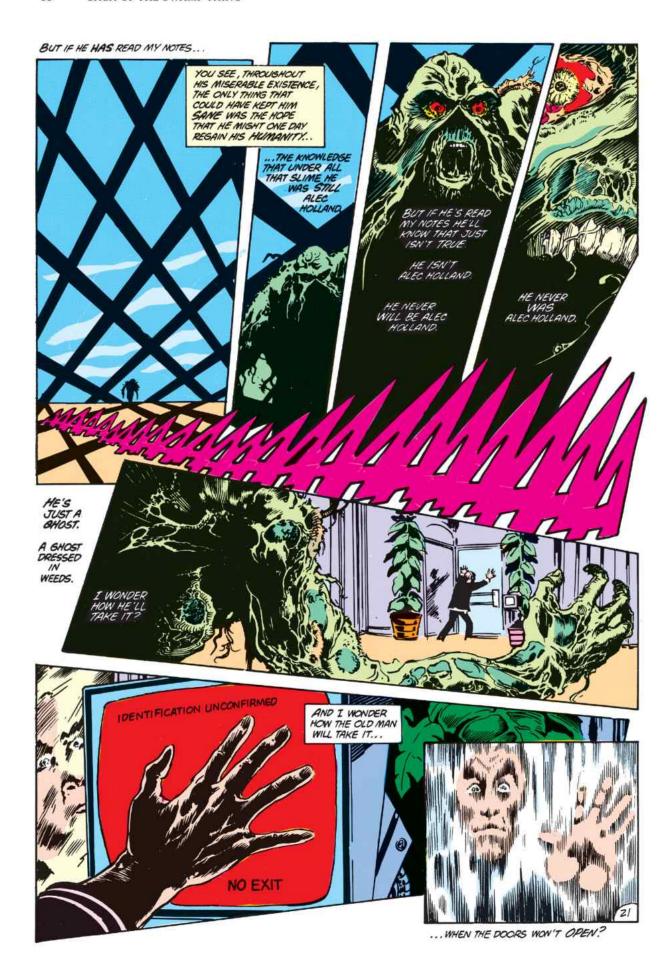






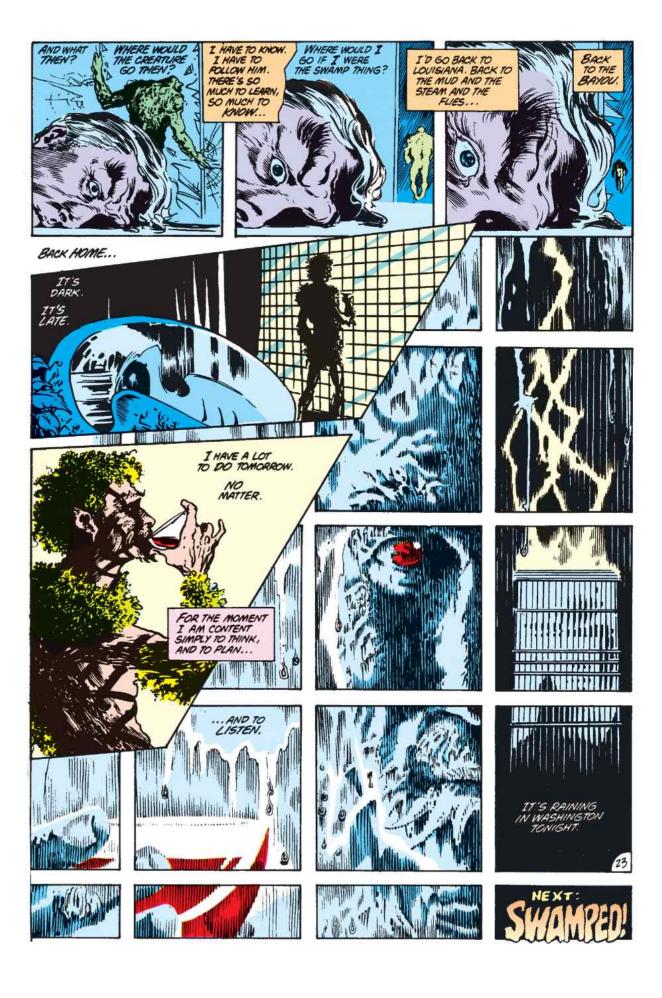
I AM THINKING OF THE TERROR IN HIS ANCIENT, ATROPHIED HEART.

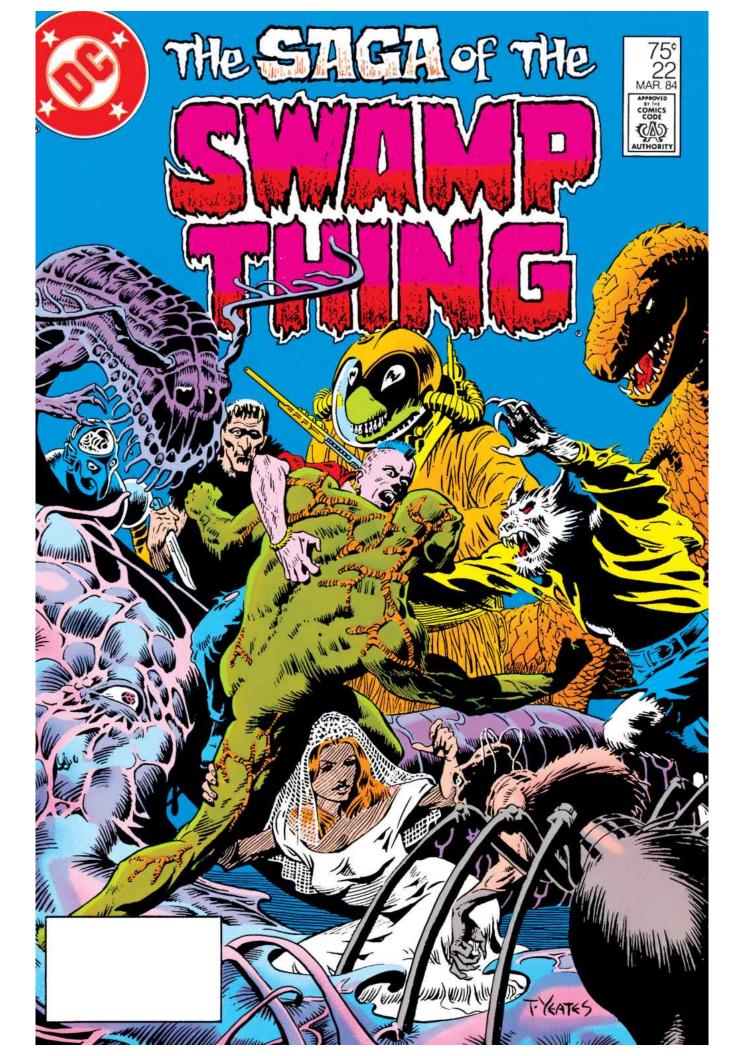






THE DYING'S ALL THAT MATTERS.

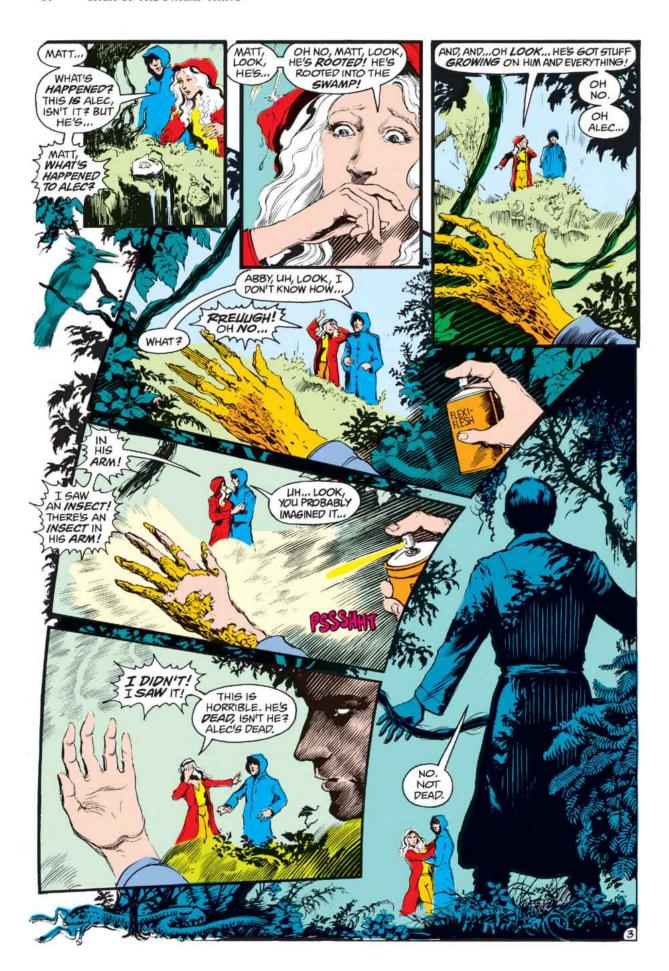


















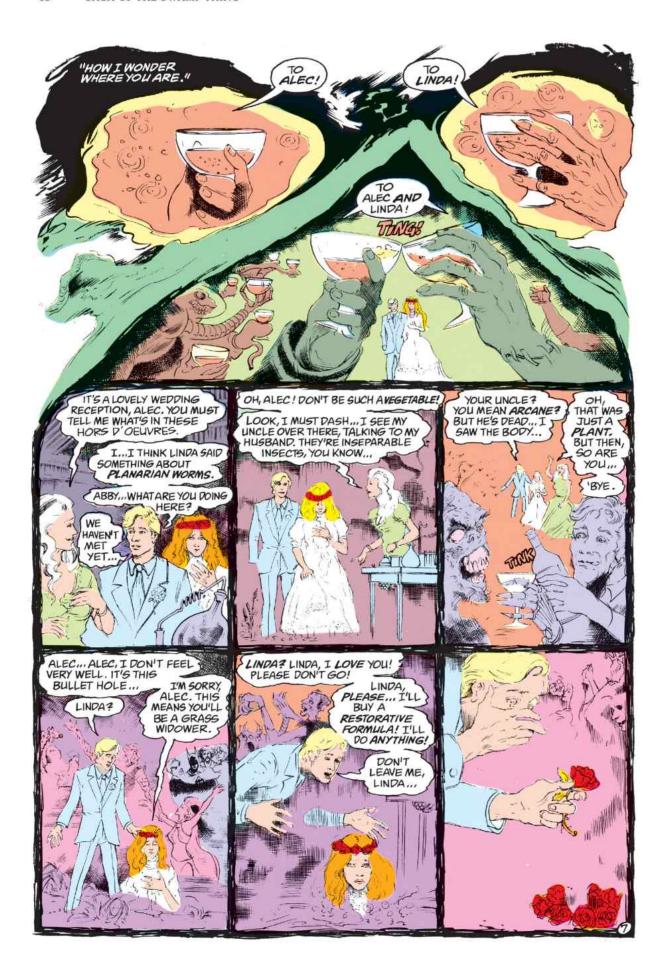


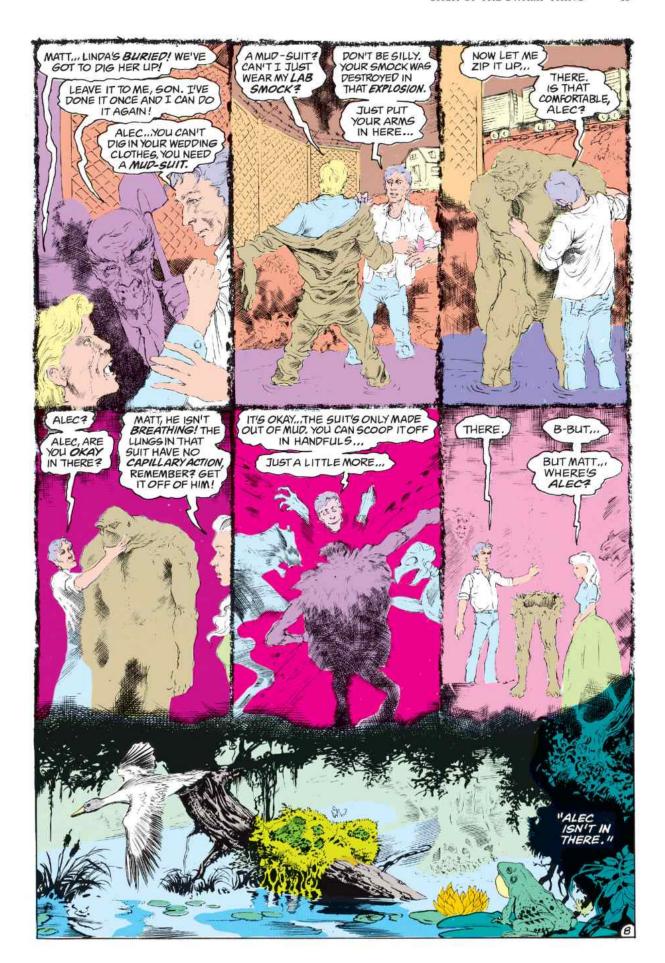


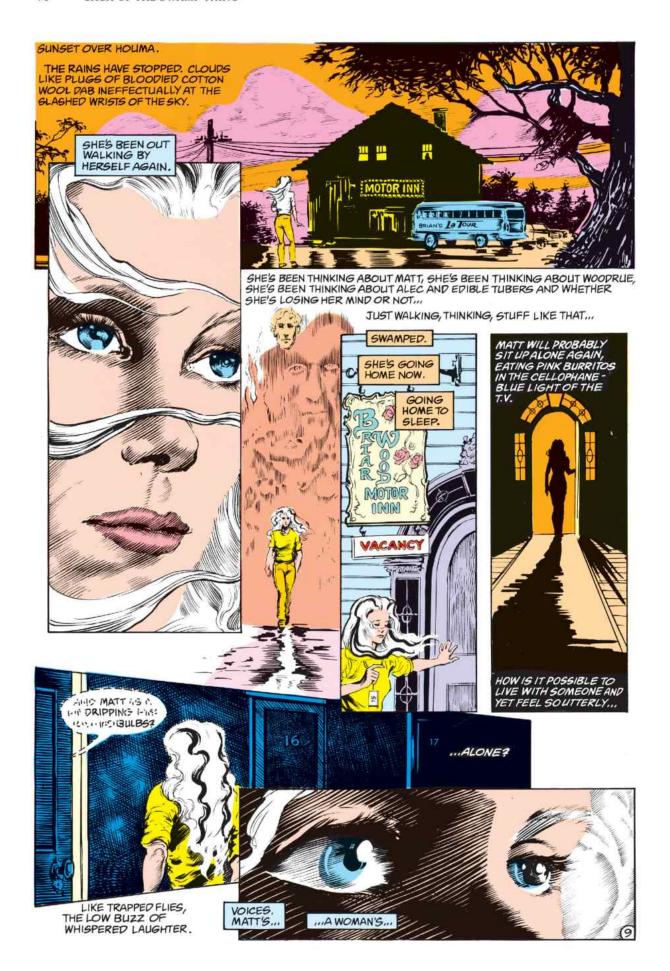






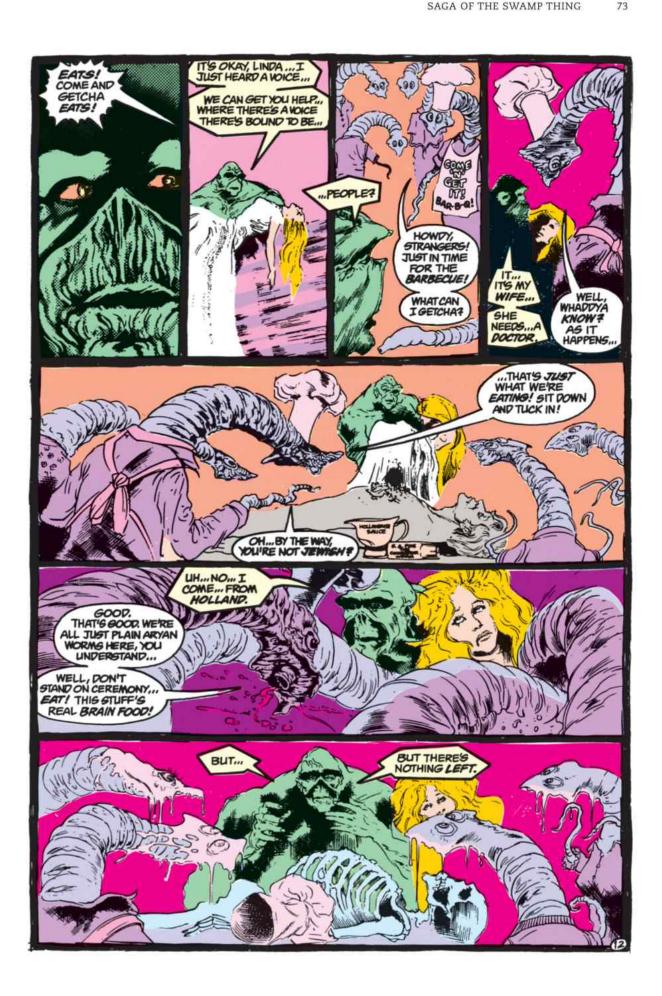




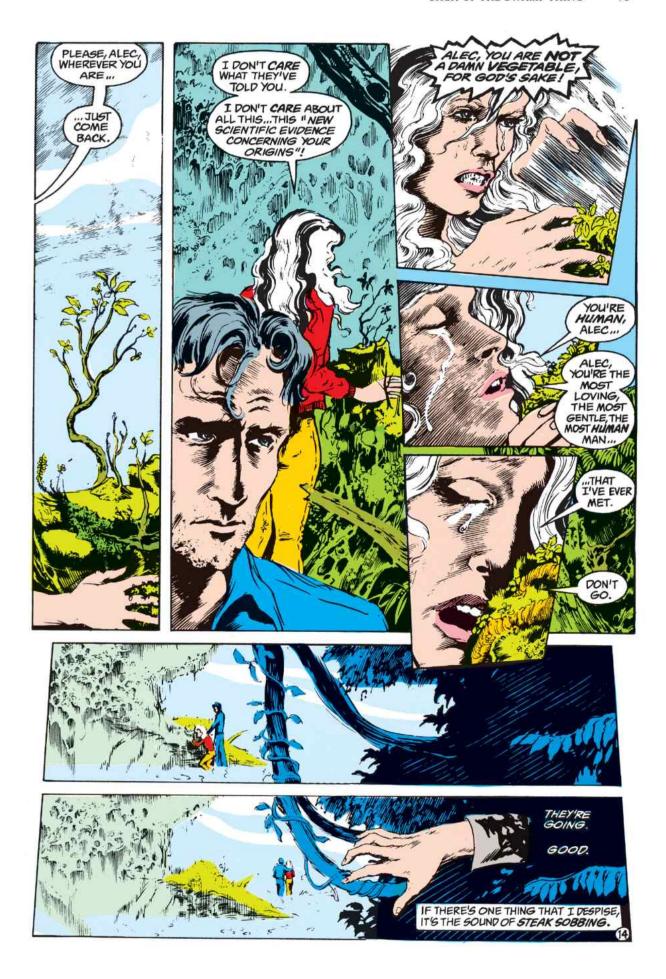








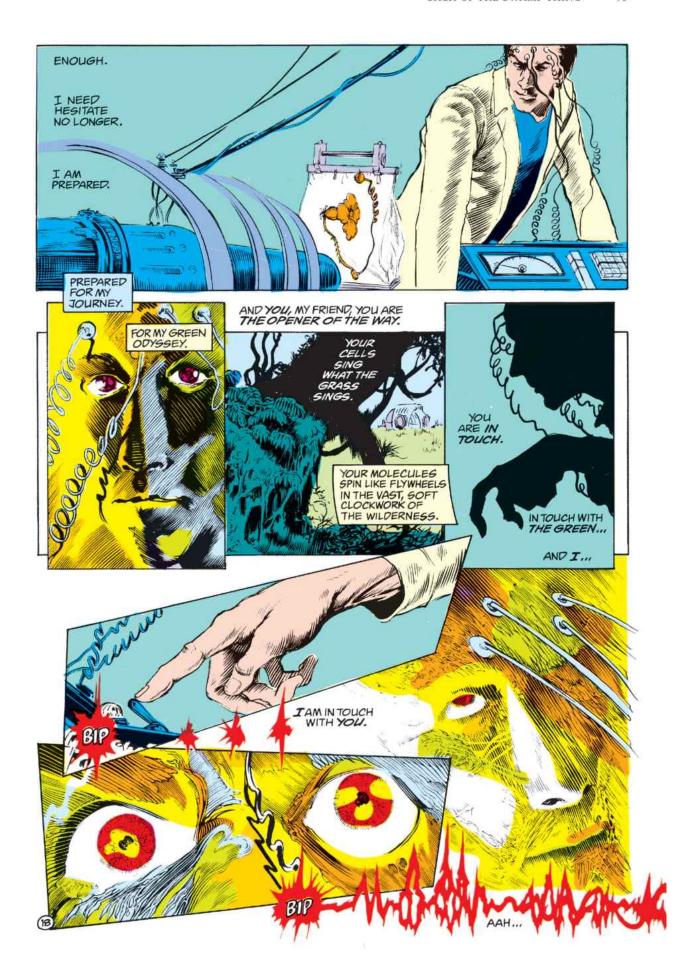




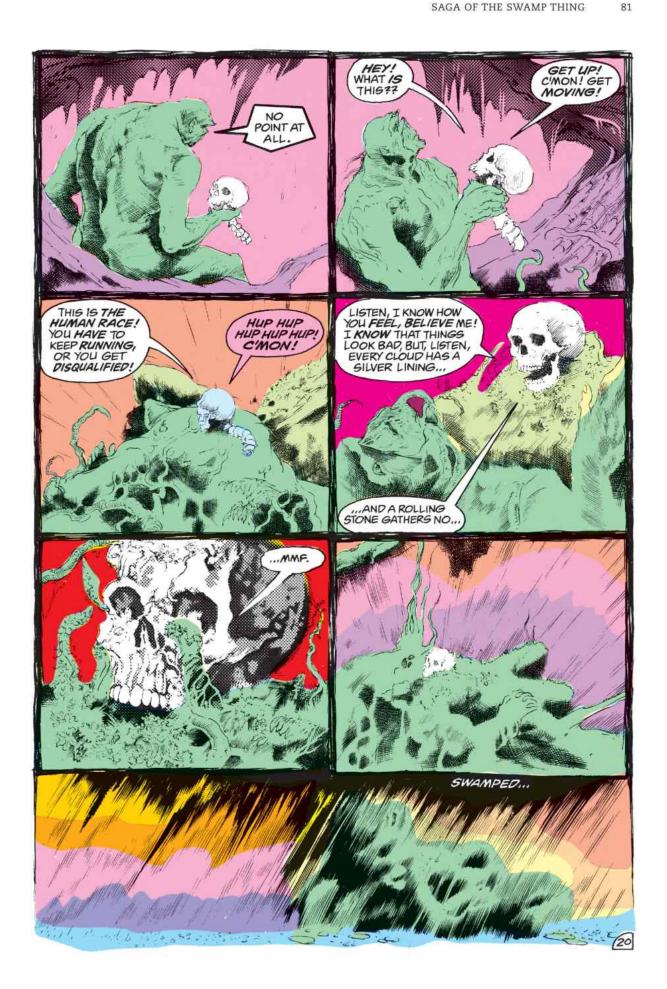










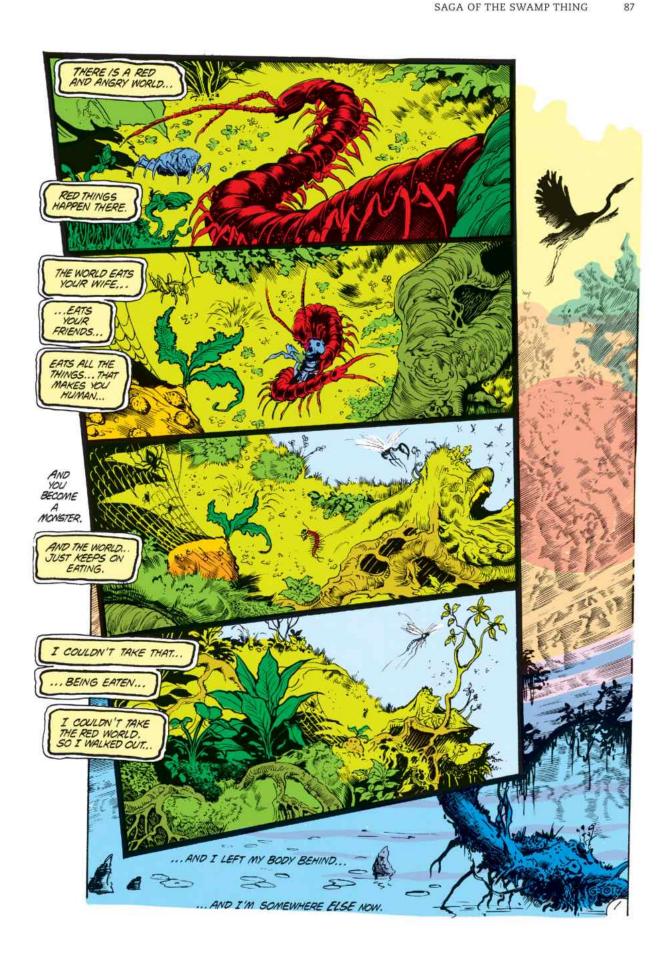








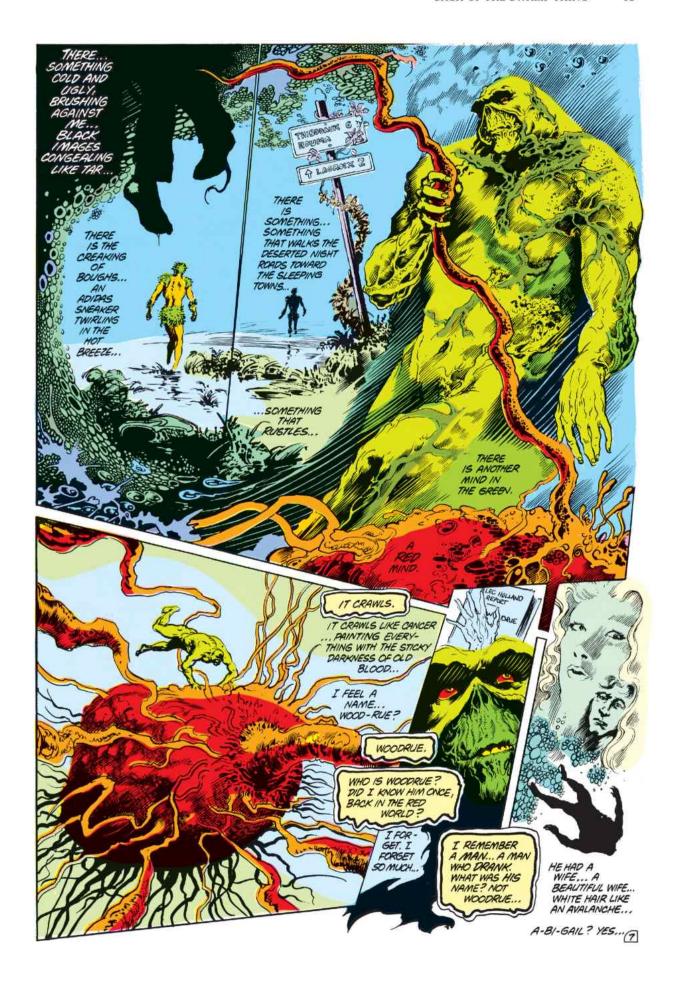






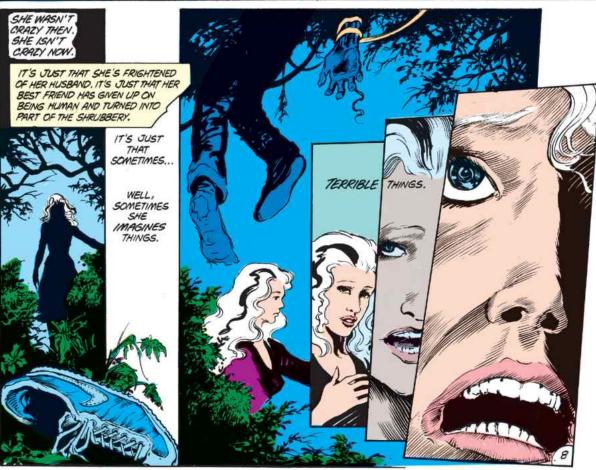




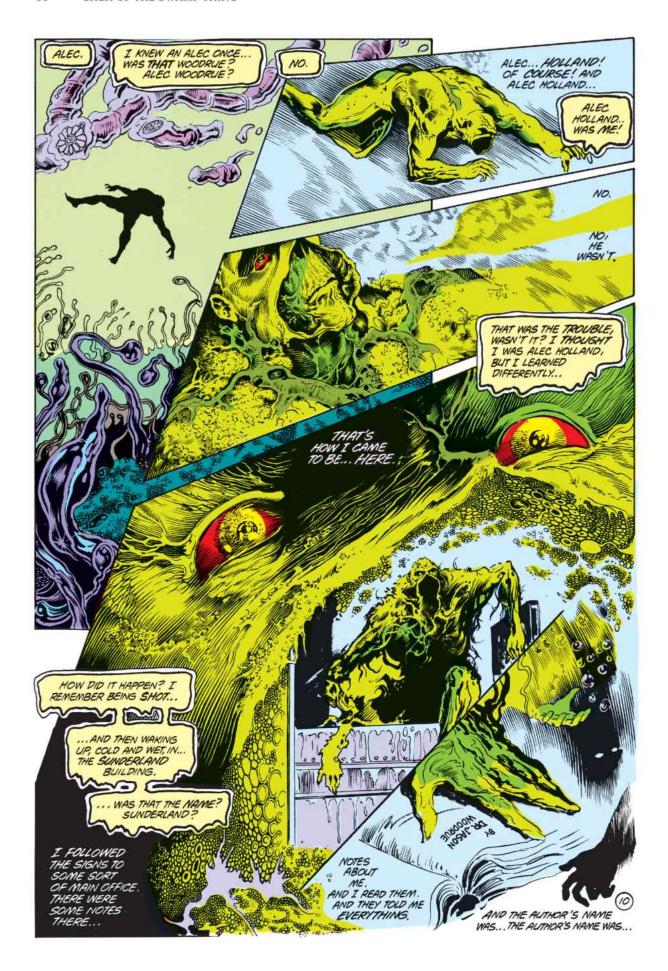








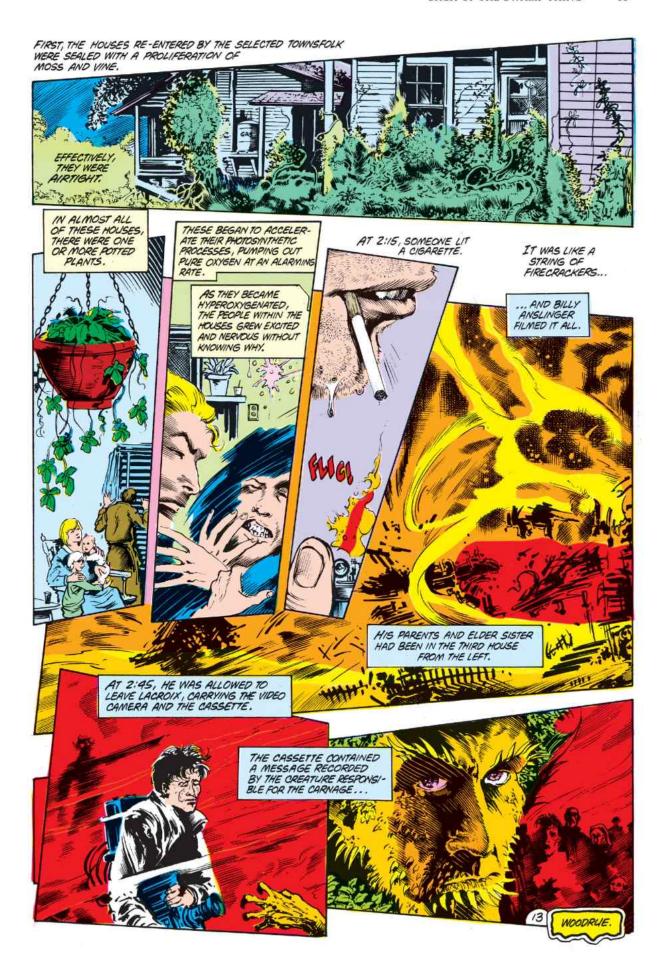


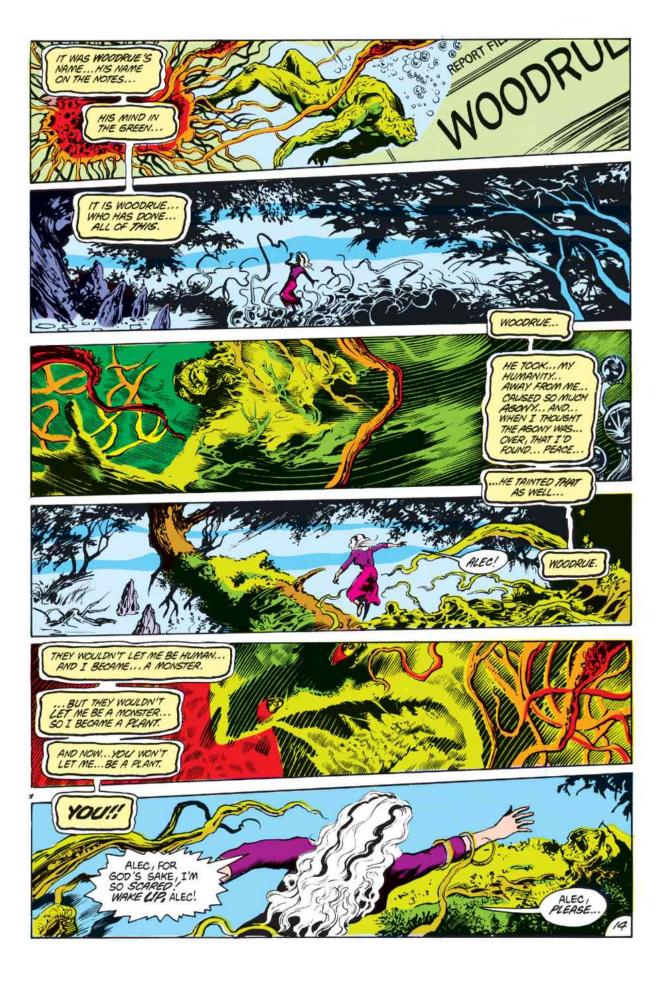














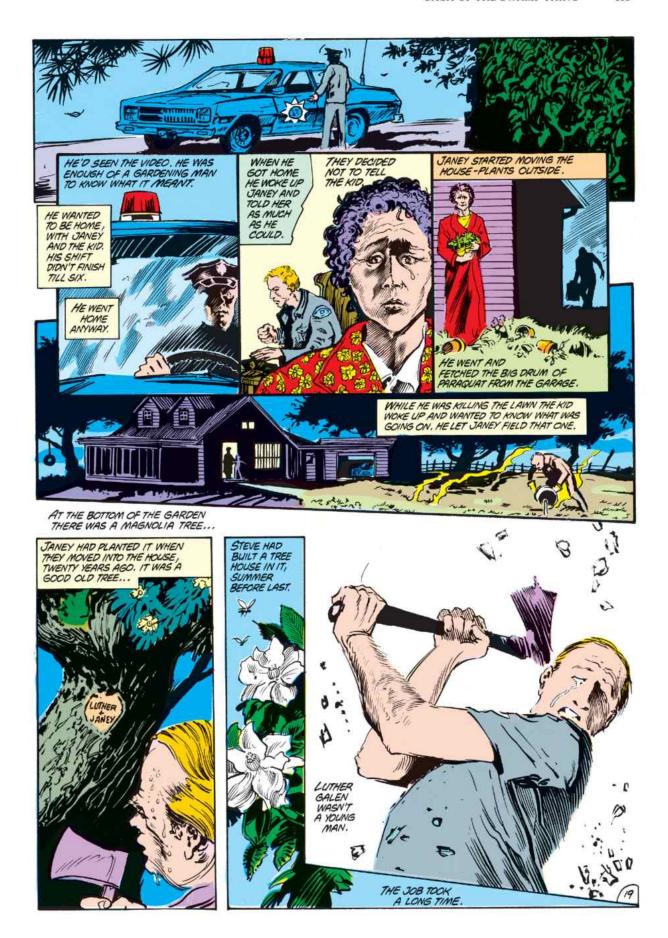










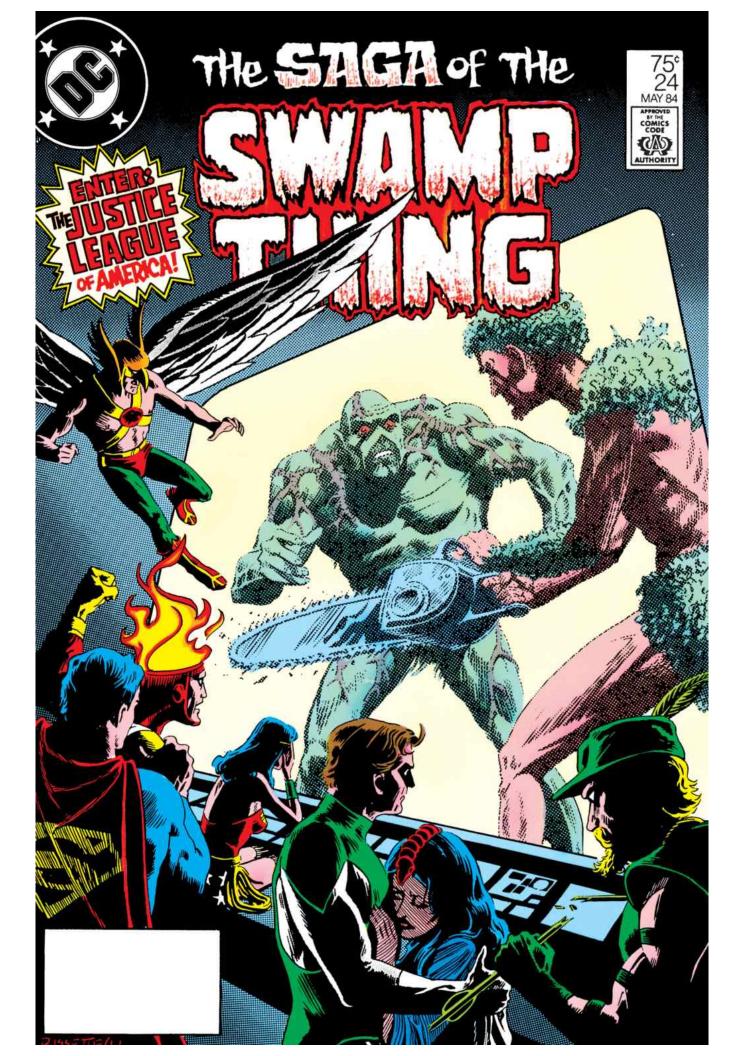


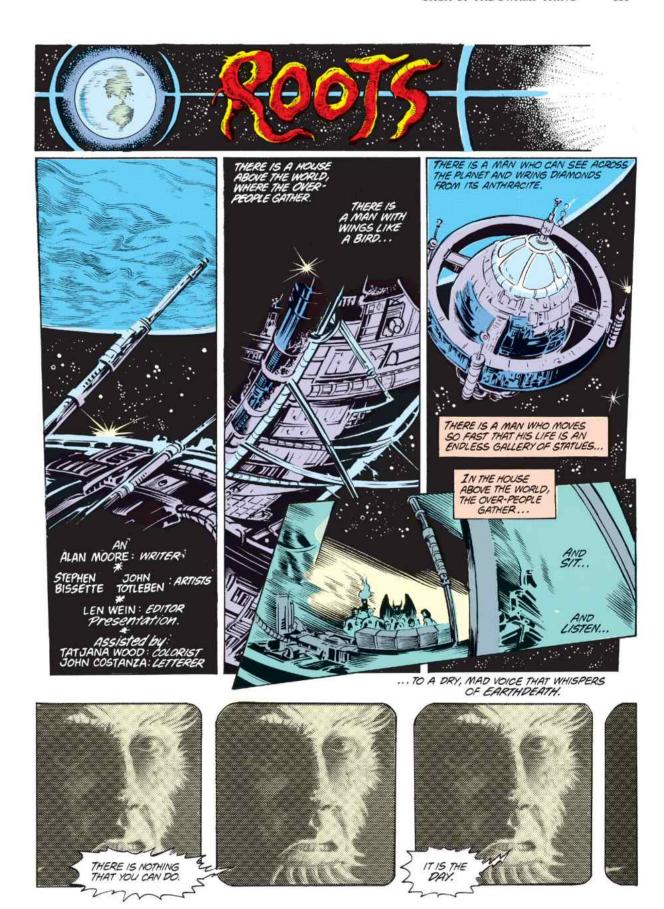




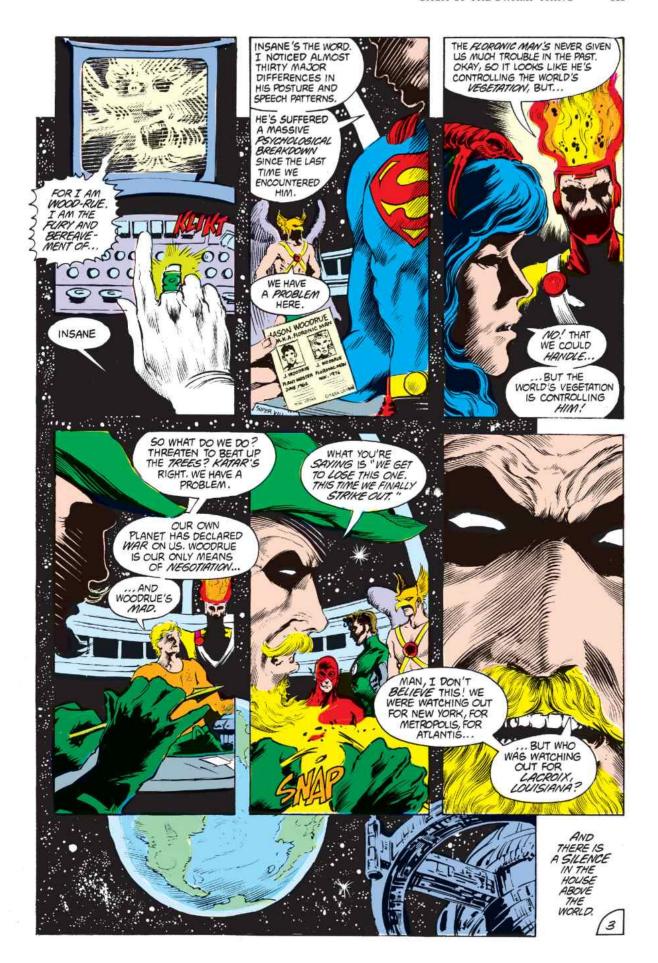


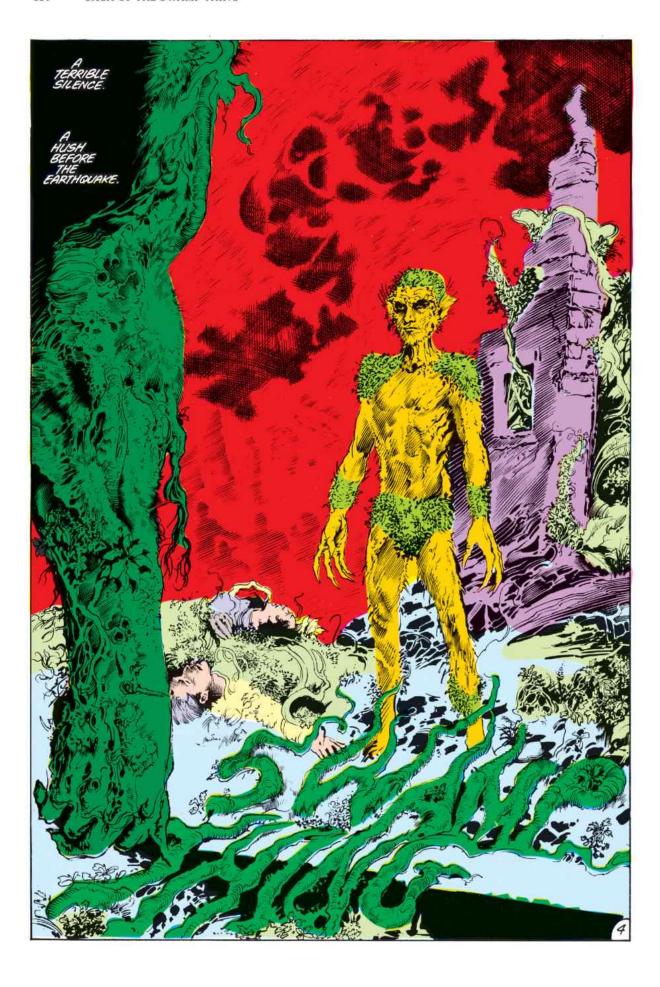










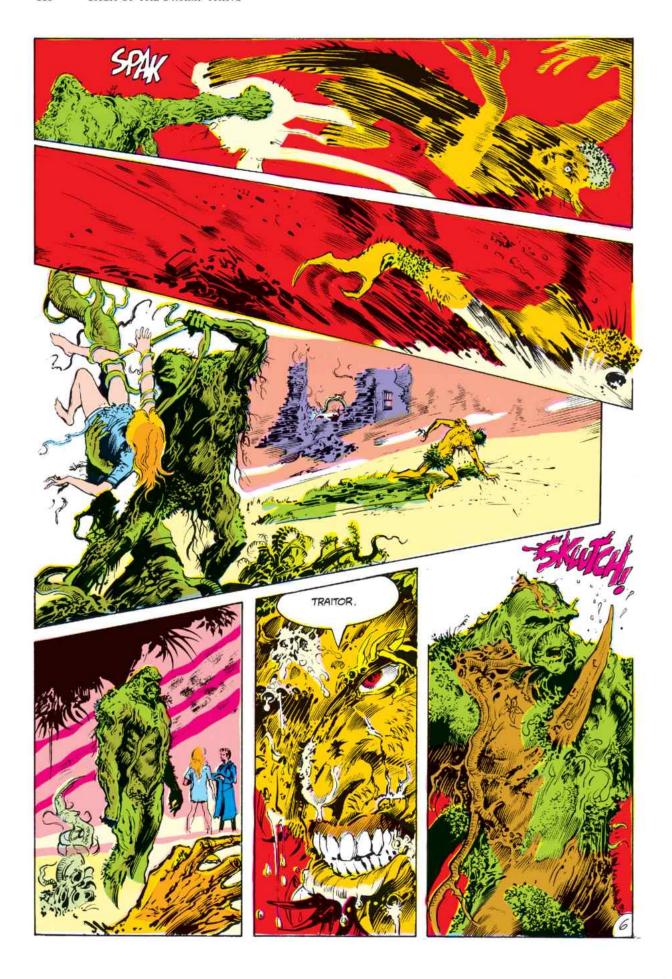


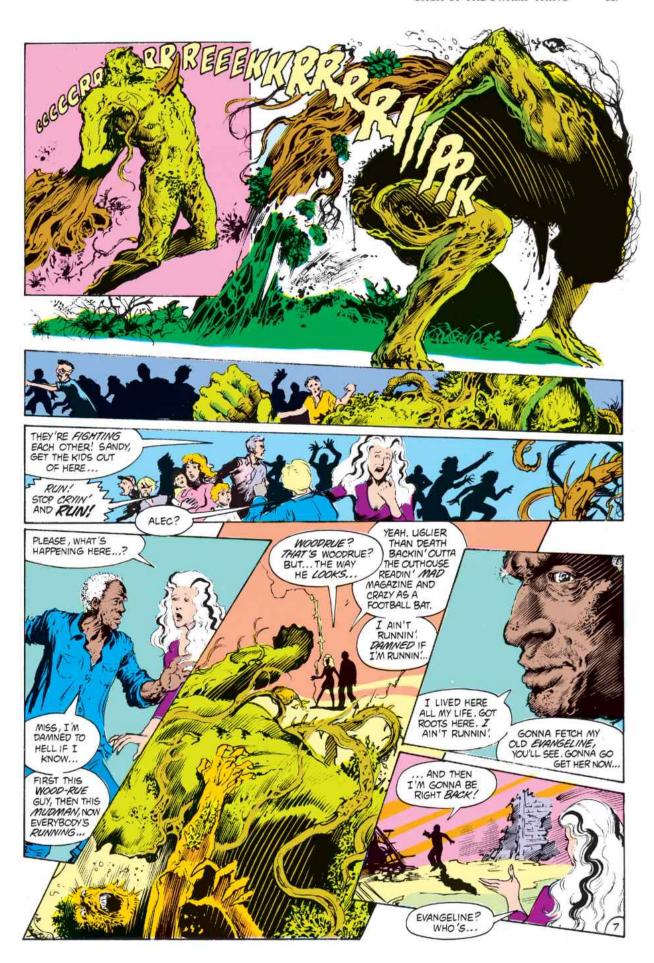






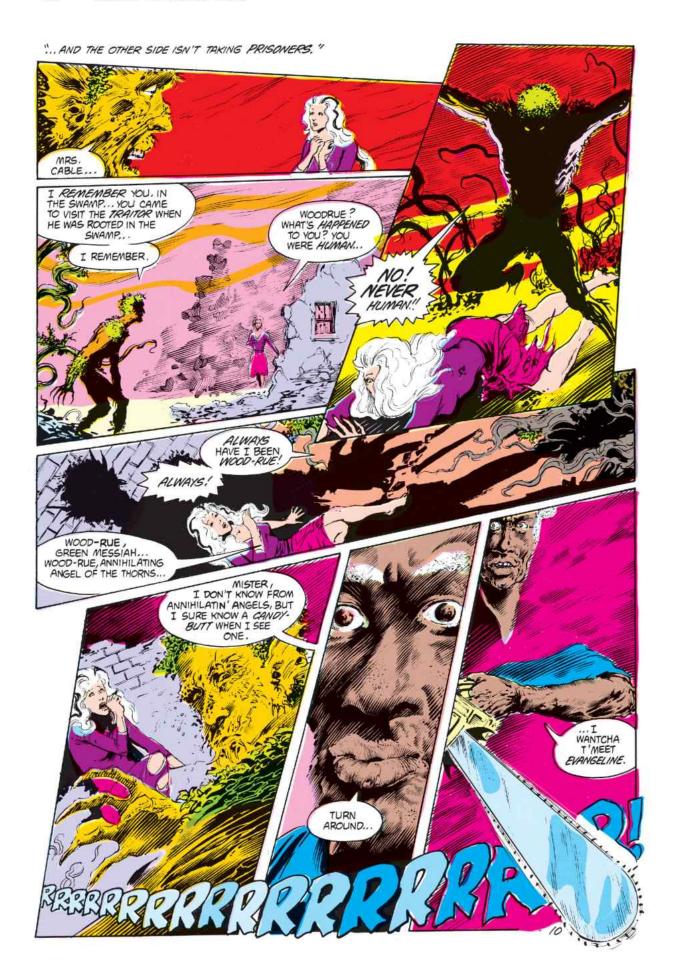






































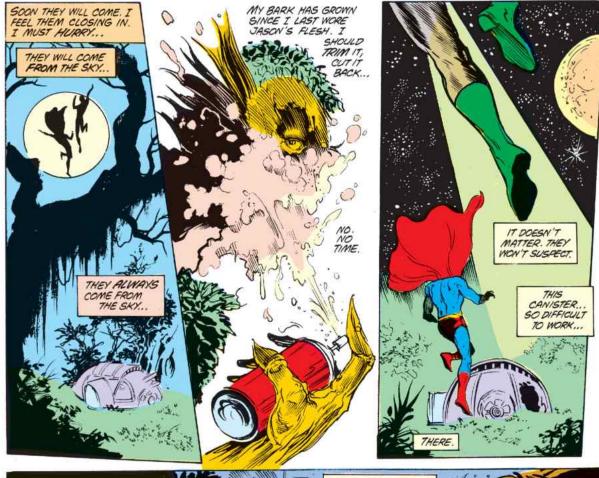










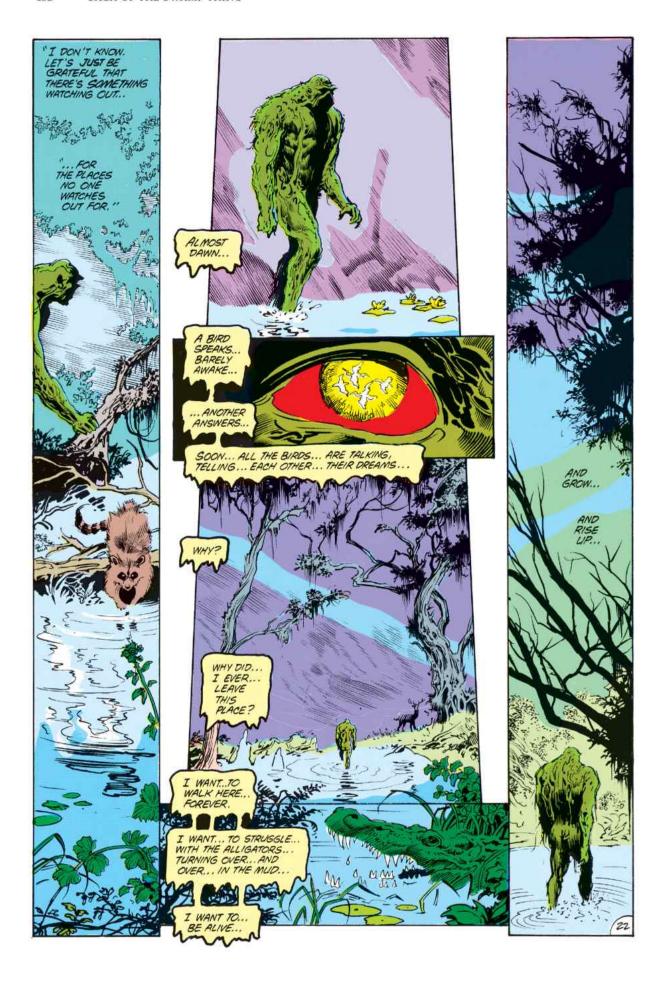




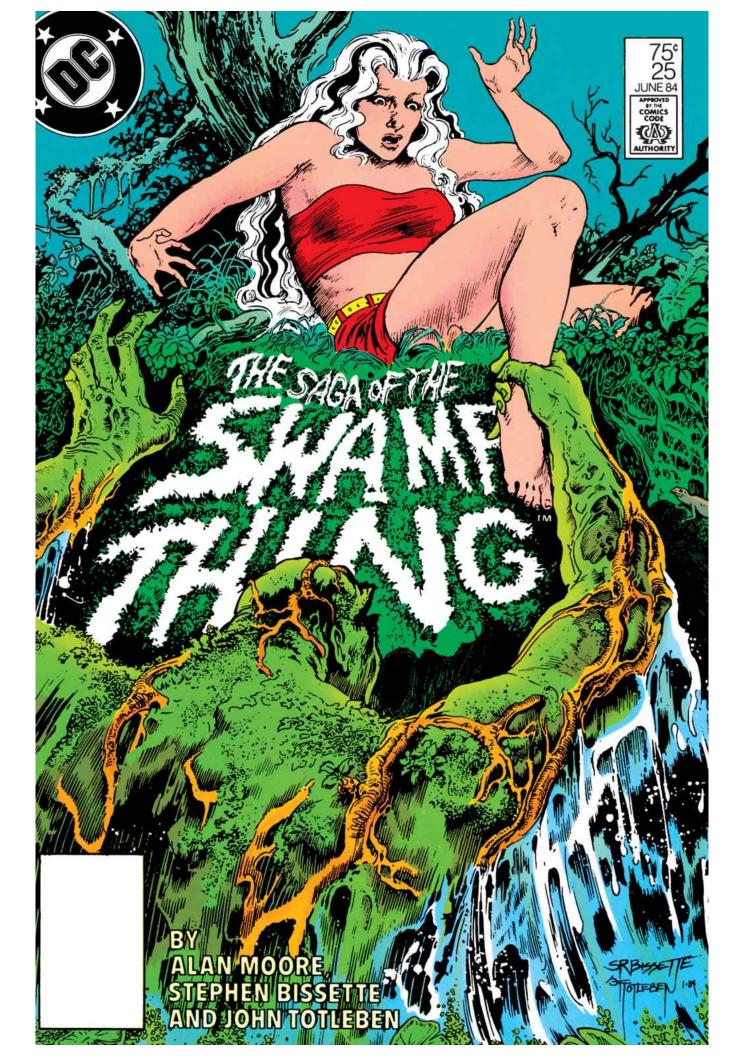


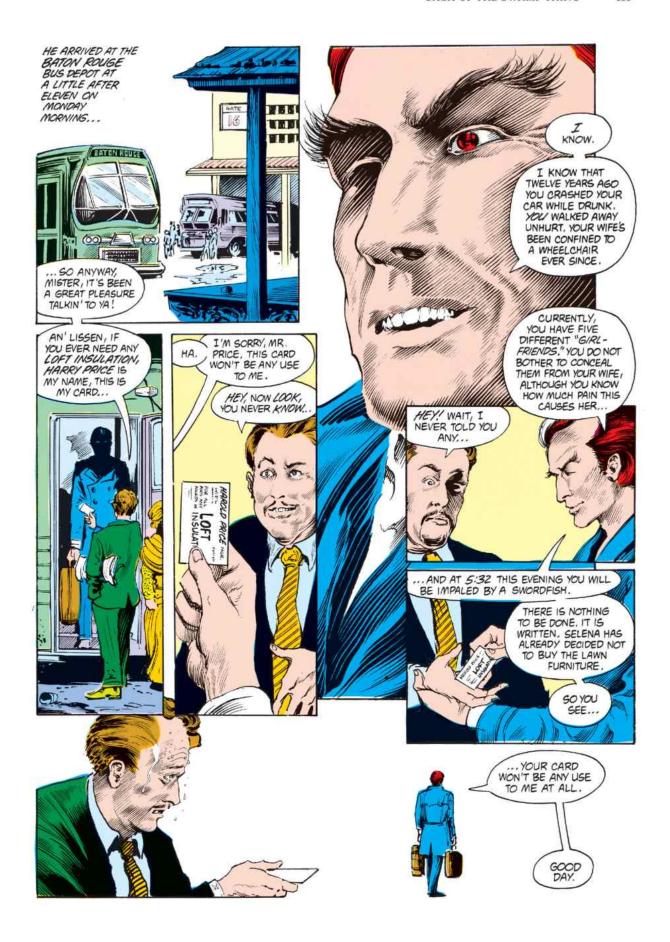




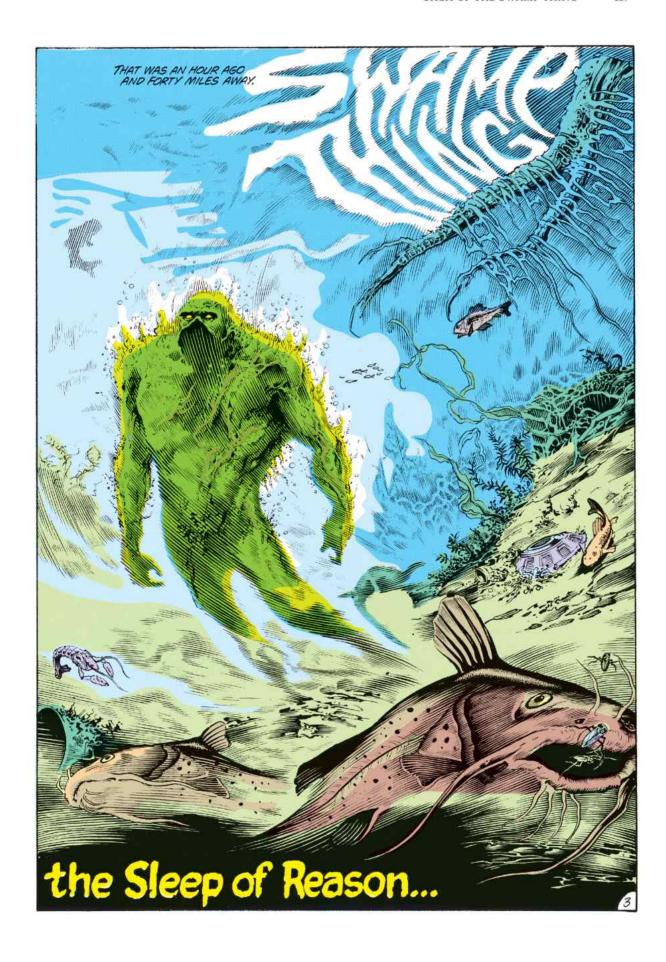


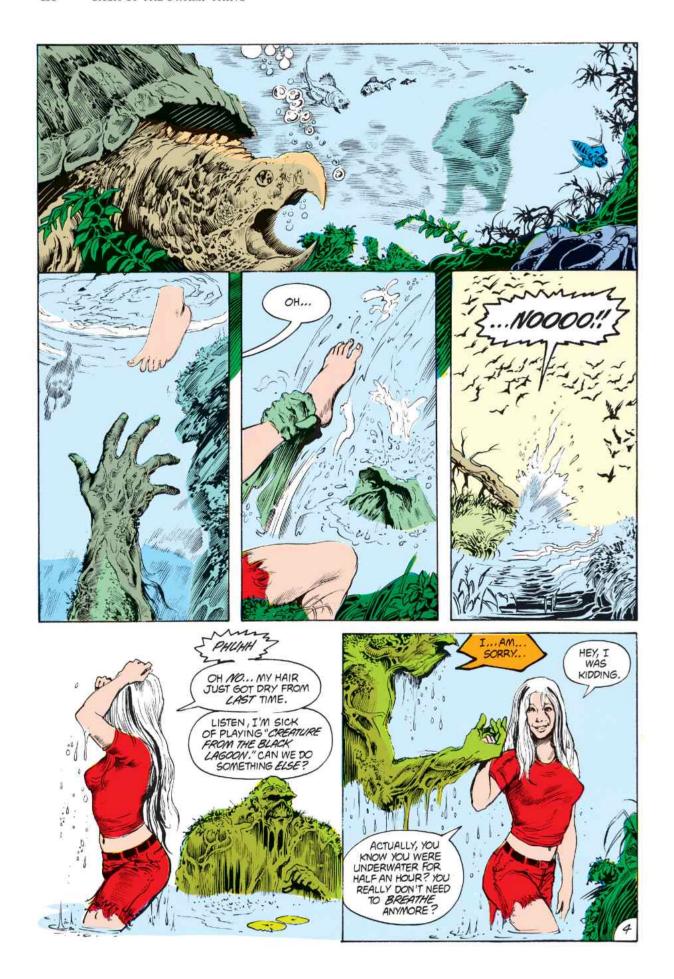


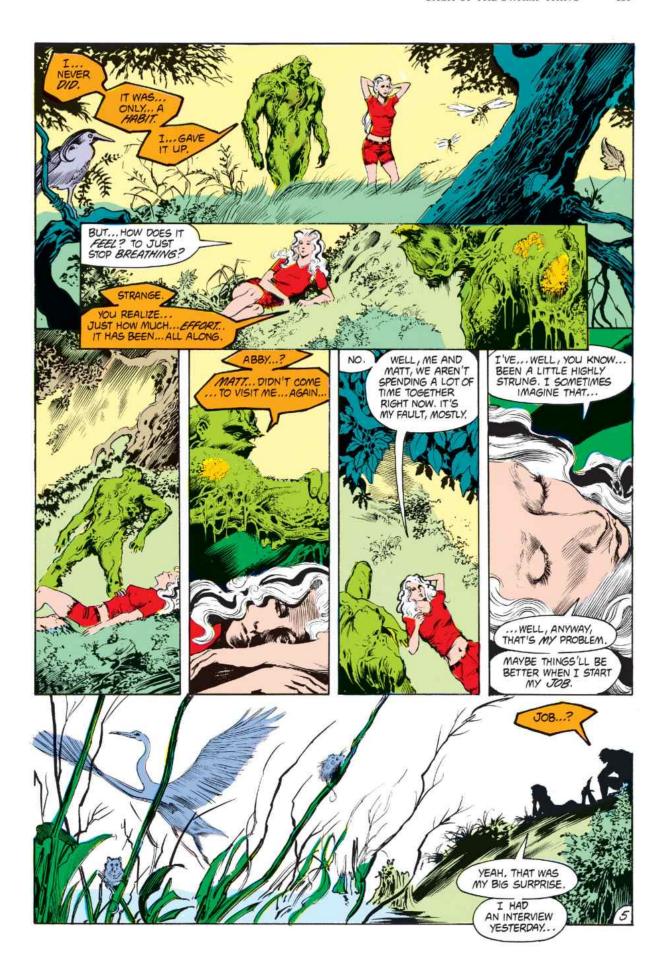


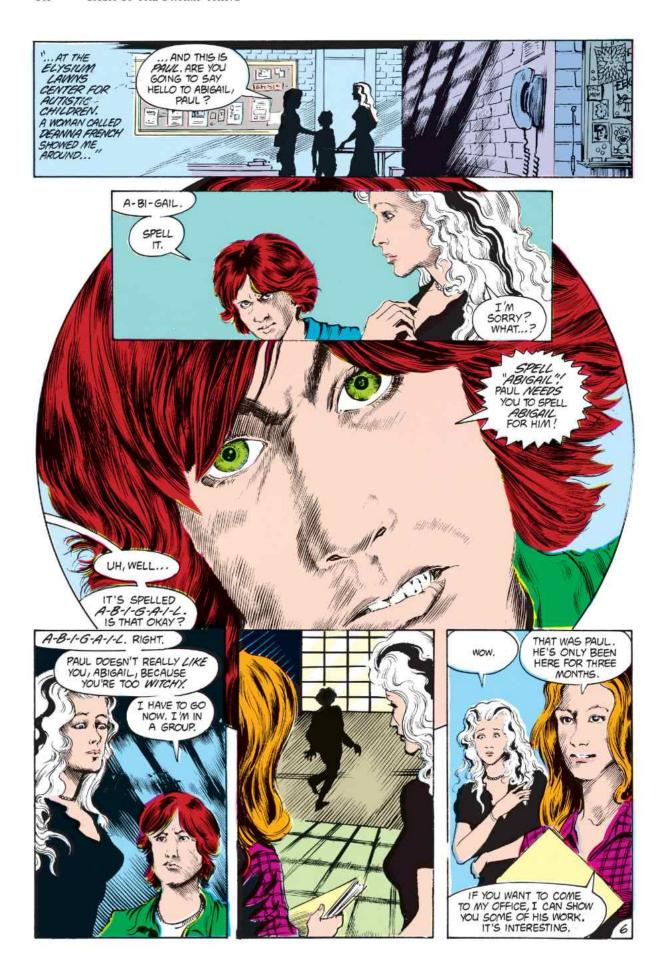


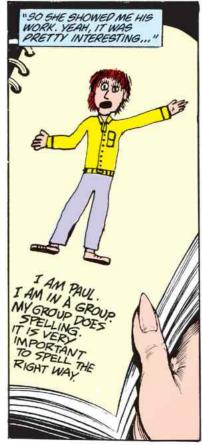






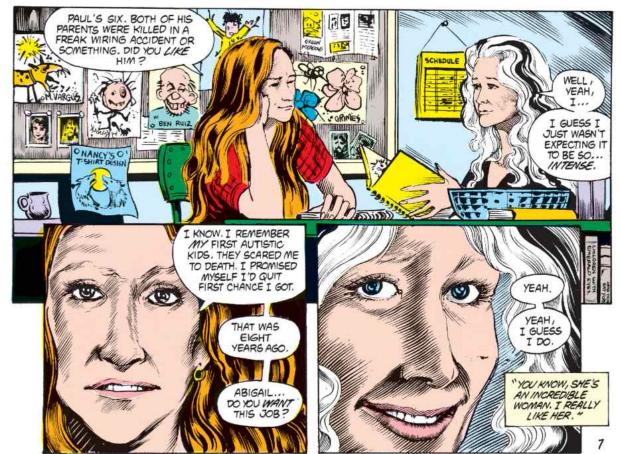


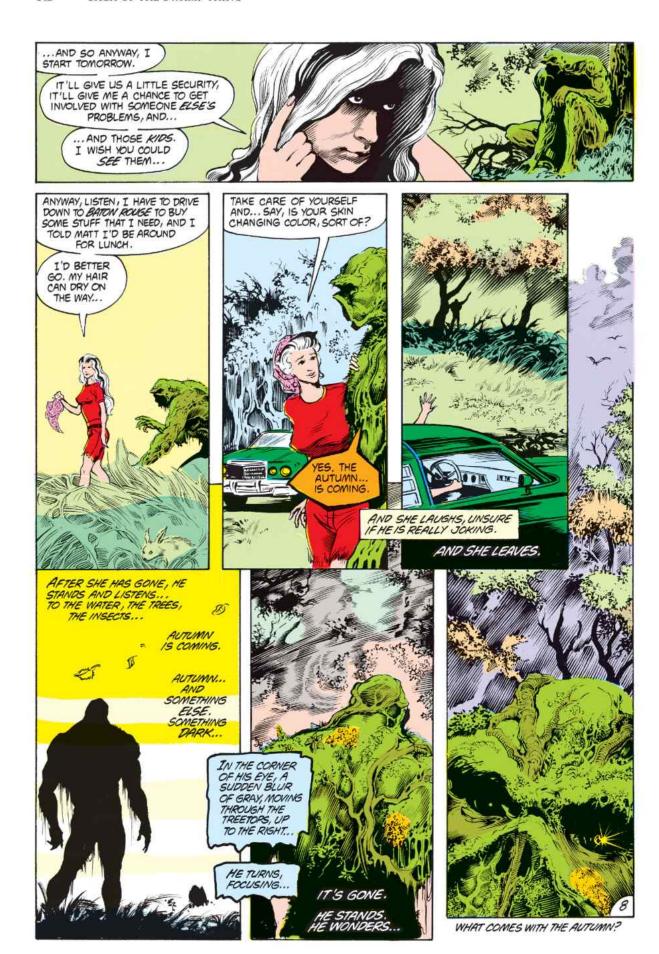
















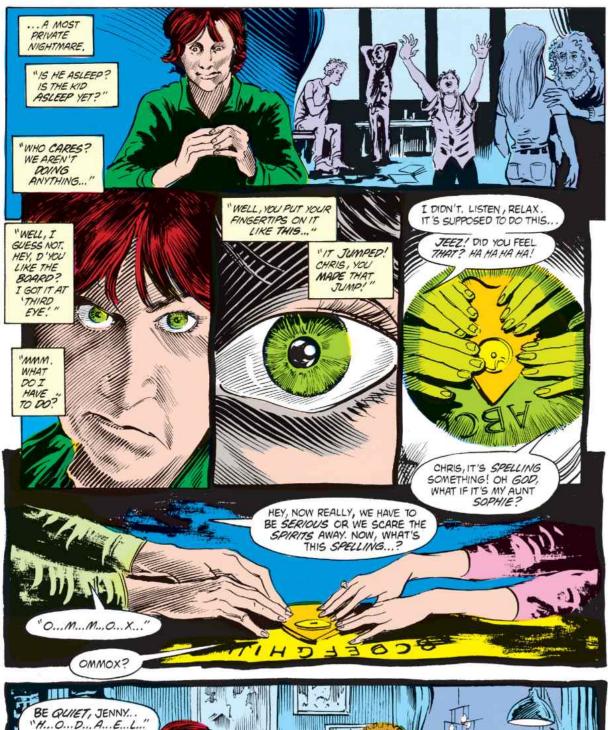






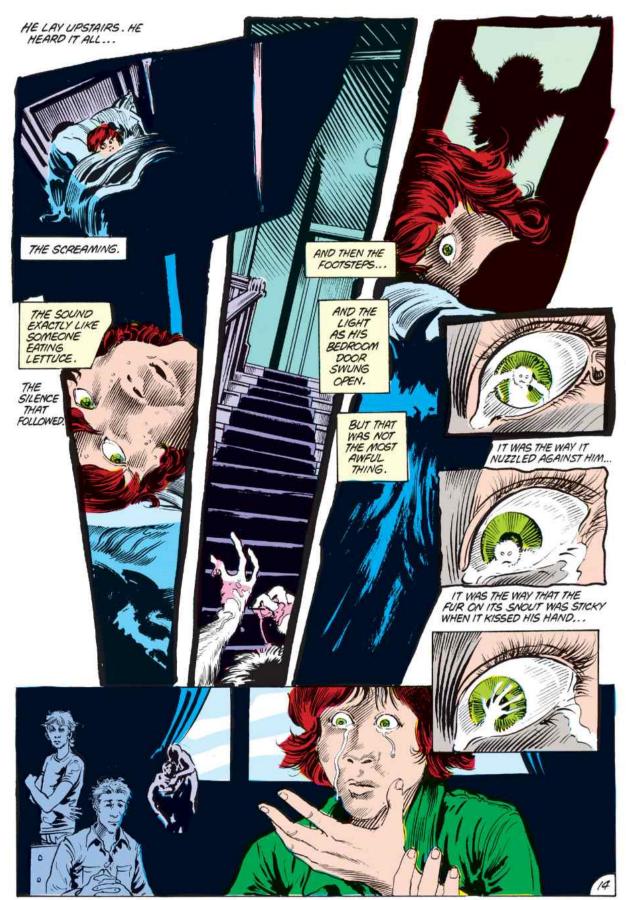






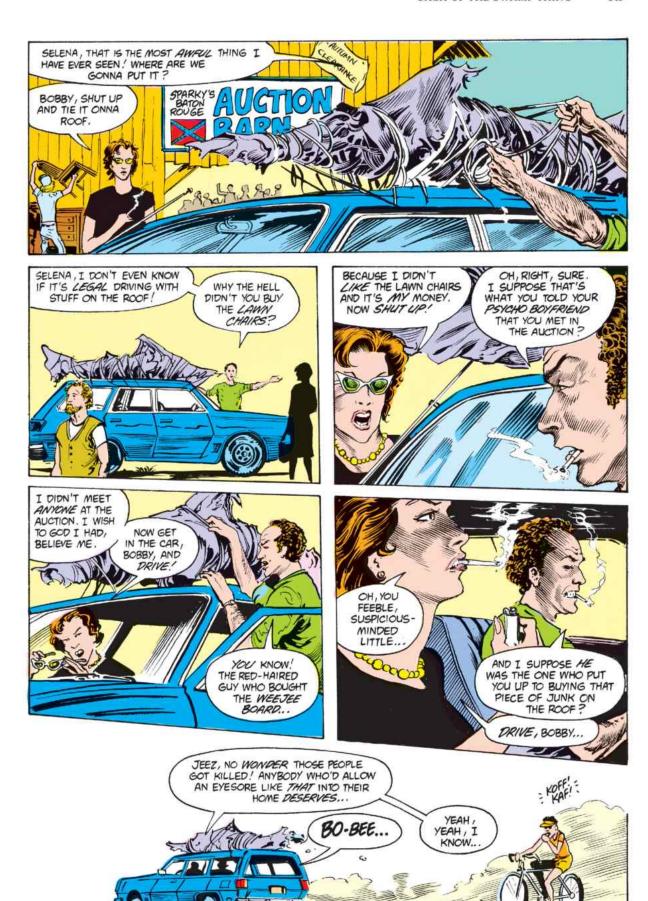






THAT WAS THE MOST AWFUL THING.

IT'S TEN MINUTES AFTER FIVE ...





















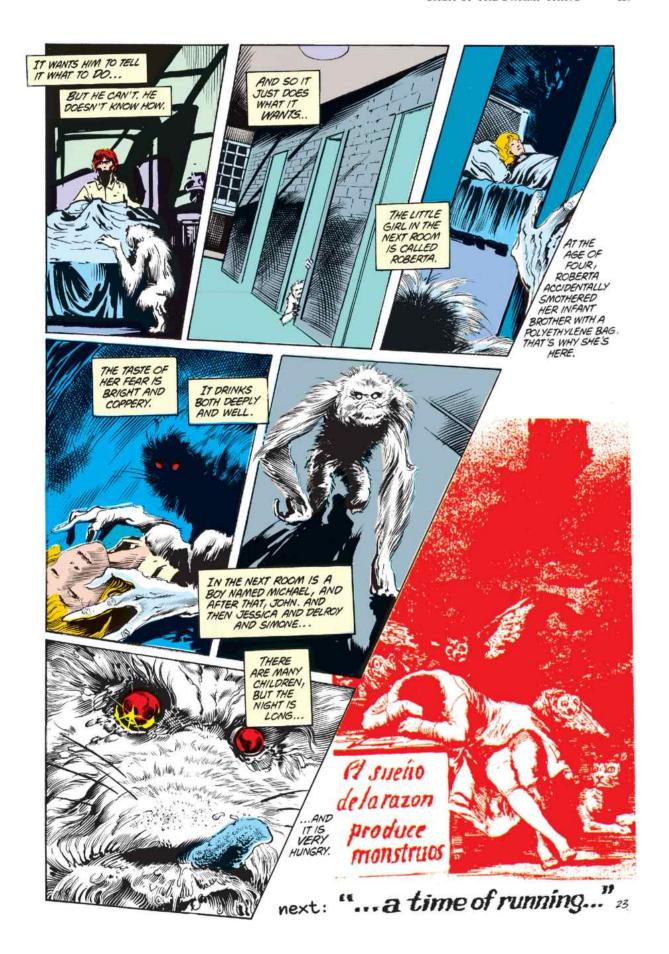


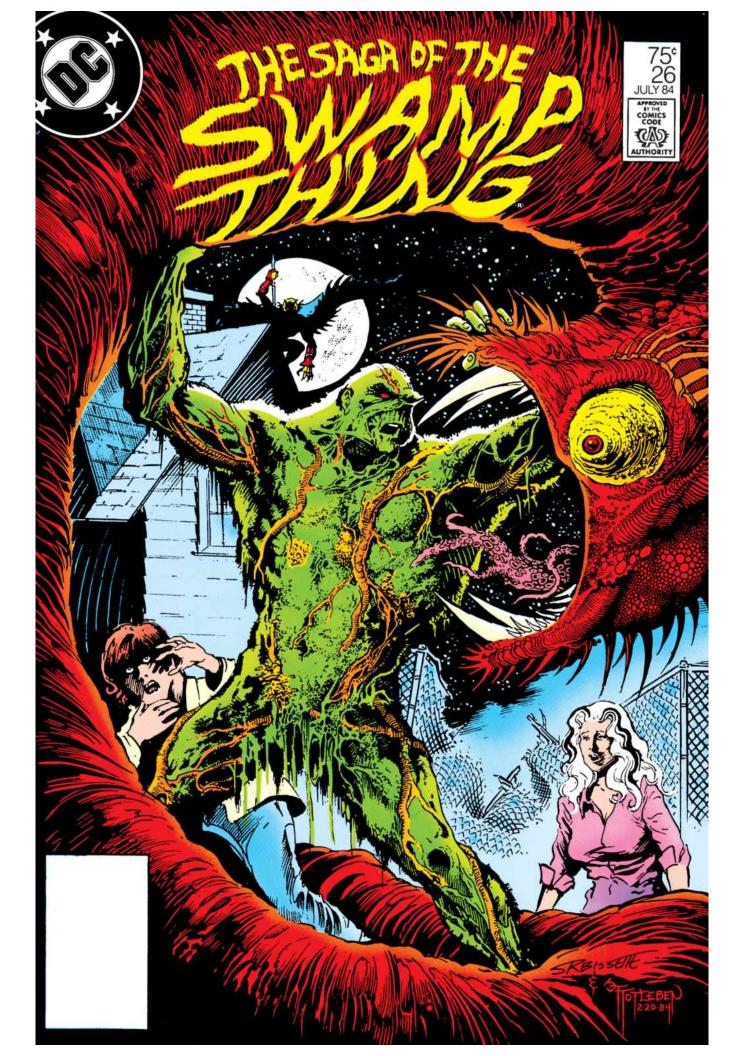


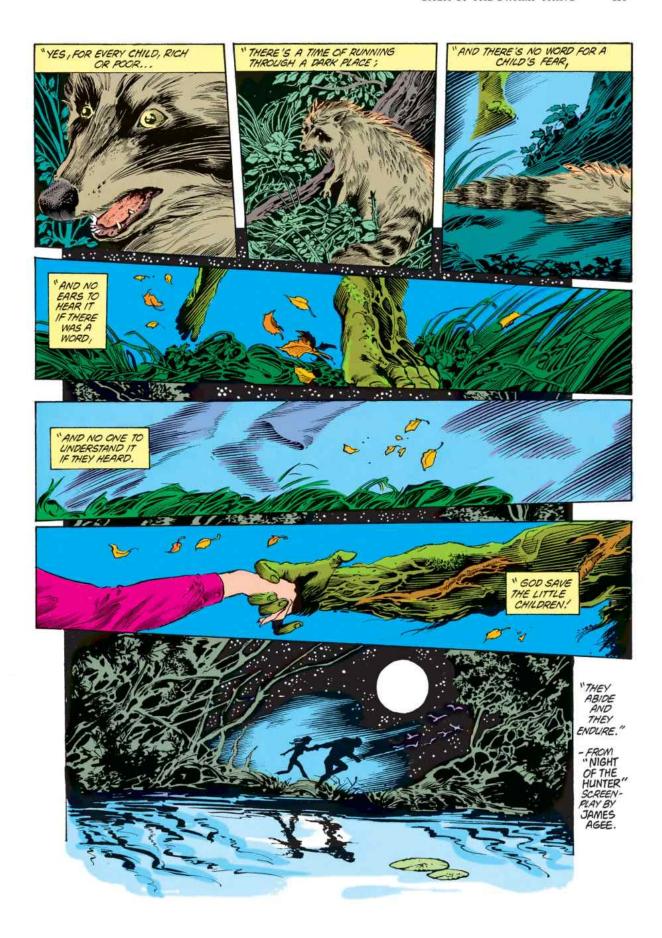


























IT BEGAN WITH BLOOD ...



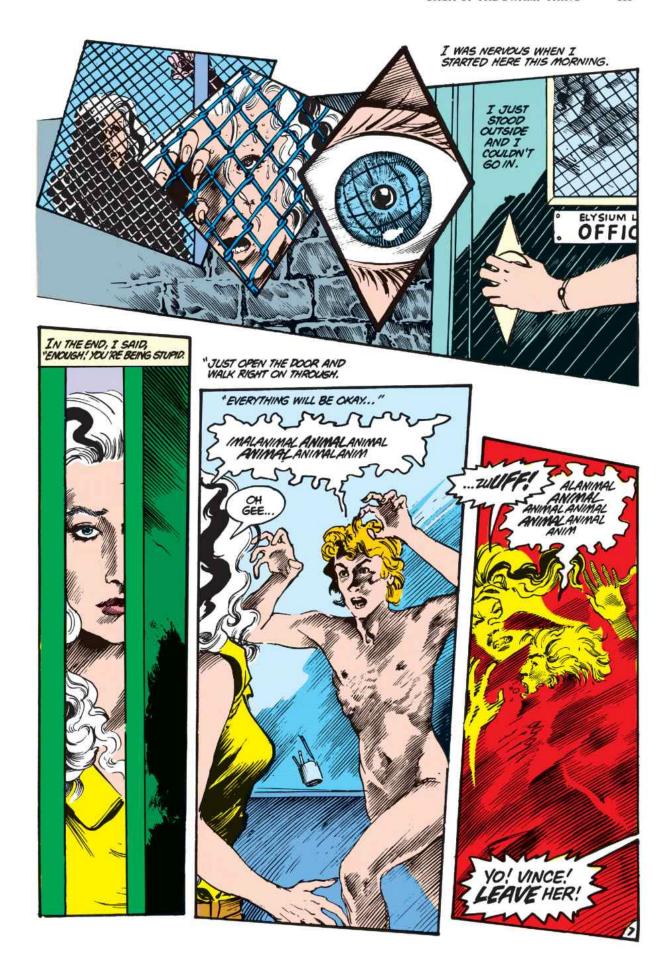


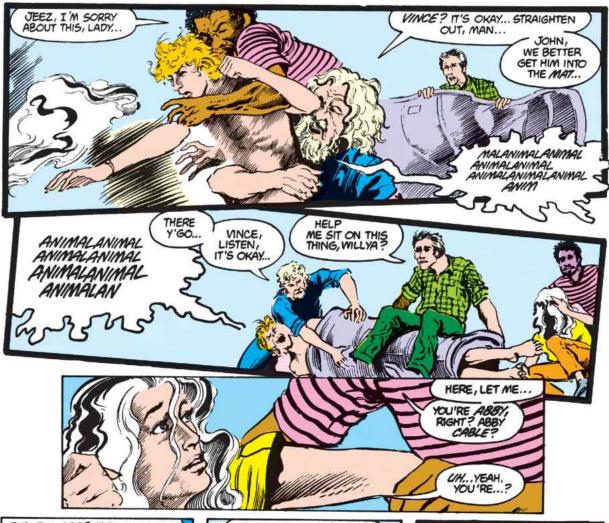




IT THICKENS THE NIGHT INTO COLD, CONSEALED GELATIN. IT STORS THE HEARTS OF BIRDS.





































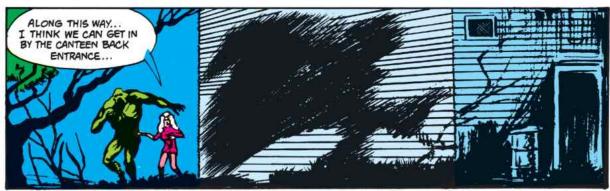












THROUGH HERE...

IN ROBERTA'S ROCM, SOMETHING SMALL AND COLD CLAMBERS ACROSS THE COUNTERPANE.



IN THE NEXT ROOM WAS MICHAEL. WHEN MICHAEL WAS SEVEN, A SCHOOLFRIEND'S MOTHER HAD INSTILLED IN HIM A MORTAL FEAR OF CANCER.













"... I GUESS IT'LL PROBABLY END THE SAME WAY."



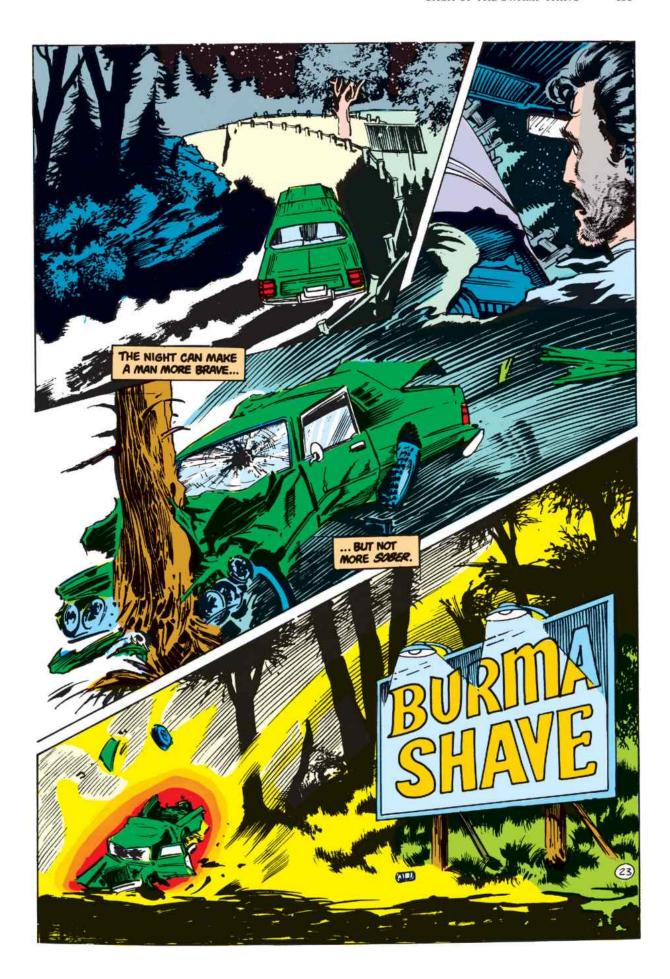




HE'S BEEN THINKING, THINKING SINCE SHE WALKED OUT THE DOOR ...

















































PLEASE. I WANT

TO LIVE. I HAVE

A WIFE ..

WH-WHAT

SHOULD I DO?

NOW, THIS

WILL BE THE

WORST ...

NEXT BIT

















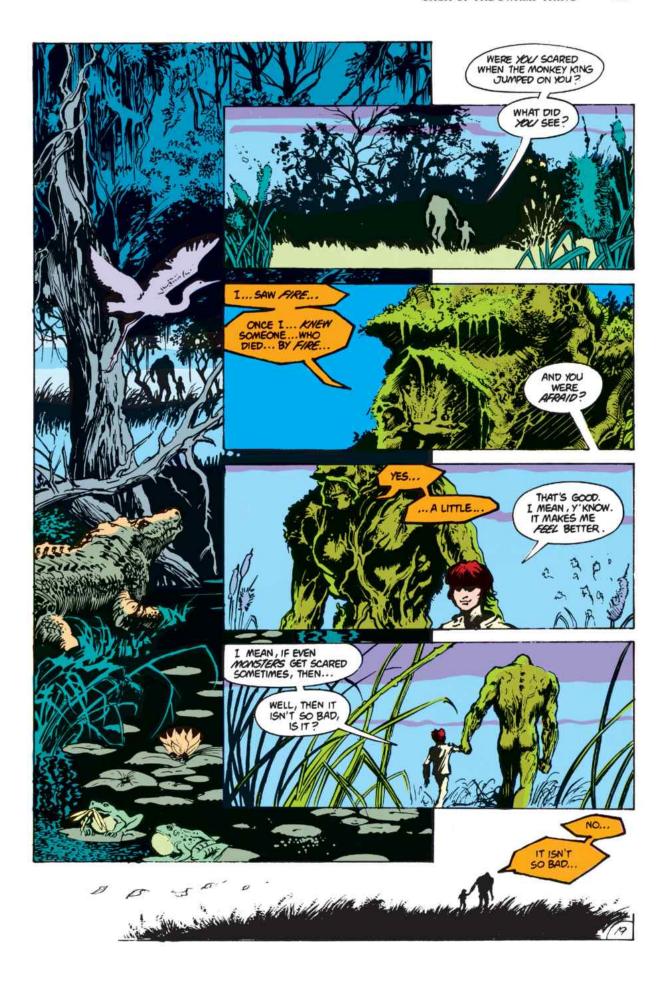






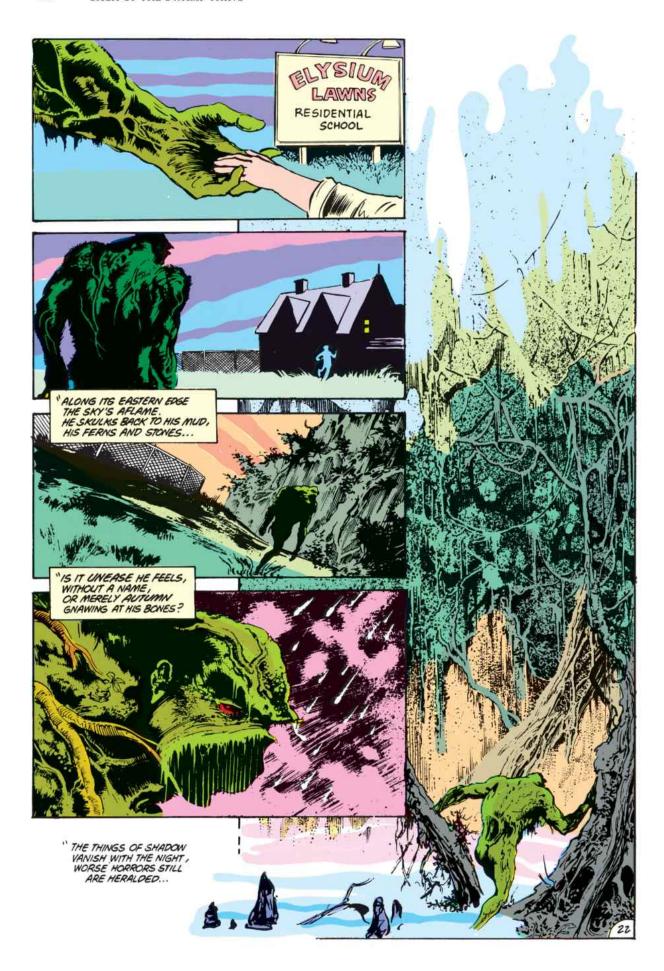


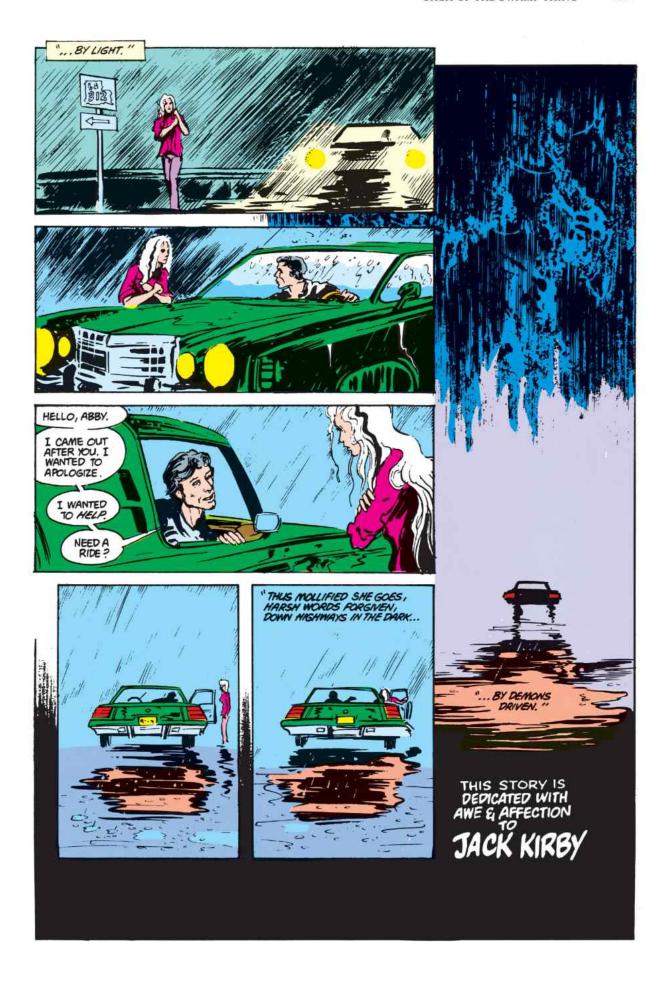














This iconic painting of Swamp Thing by artist Michael Zulli first appeared as a retail poster before becoming the cover art to the second trade paperback edition of *The Saga of the Swamp Thing*. The piece also served as the inspiration for a cold-cast porcelain statue sculpted by William Paquet and released by DC Direct in 1996.

ALAN MOORE began working as a cartoonist in 1979 with several humorous strips in Sounds music weekly. After a year, he turned to writing, contributing to Doctor Who Weekly and 2000 AD. This was followed by Marvelman (published in the United States as Miracleman) and the political thriller V for Vendetta, which earned him the British Eagle Award for Best Comics Writer in 1982 and 1983. His groundbreaking run on Swamp Thing revolutionized comics and won him several industry awards. He is also the writer of the Hugo Award-winning Watchmen, a landmark series that firmly established him as the most influential writer in contemporary comics. In 1999 Moore launched his own comics imprint, America's Best Comics, through which he has created (along with many talented illustrators) The League of Extraordinary Gentlemen, Promethea, Tom Strong, Tomorrow Stories, and Top Ten.

Best known for his multi-award-winning tenure on Swamp Thing, STEPHEN BISSETTE also co-founded, edited, and co-published the Eisner Award-winning controversial horror anthology Taboo, collaborated with Alan Moore on 1963, and wrote, drew and self-published four issues of S.R. Bissette's Tyrant. Bissette's film criticism, articles, and short fiction have appeared in over two dozen periodicals and book anthologies, and his original novella Aliens: Tribes won a Bram Stoker Award in 1993.

After a childhood in Erie, Pennsylvania spent consuming a steady diet of comics, monster magazines and monster movies, **JOHN TOTLEBEN** went to the Joe Kubert School of Cartoon and Graphic Art where he met Stephen Bissette. Together they worked on Bizarre Adventures followed by Swamp Thing, which they drew for almost three years. Totleben is best known for his illustrative work on Alan Moore's Miracleman. His other credits include 1963, Vermillion and The Dreaming.

For almost 30 years, Canadian artist **DAN DAY** has been illustrating comics for young and old alike. His work has appeared in a wide variety of titles, including DC's The Saga of the Swamp Thing, Batman and Detective Comics and Marvel's Captain America, Doctor Strange and Iron Man. Day has also worked on numerous comics adaptations of characters from prose, film and television — most notably Arthur Conan Doyle's Sherlock Holmes, A Nightmare on Elm Street's Freddie Krueger and the crew of Star Trek.

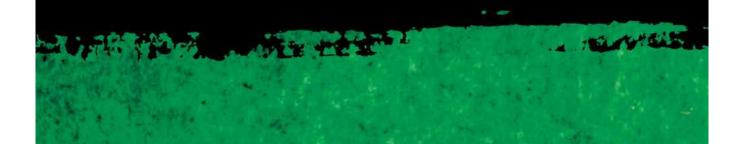
RICK VEITCH worked in the underground comics scene before attending the Joe Kubert School of Cartoon and Graphic Art. After graduating, he worked with Stephen Bissette on Bizarre Adventures before creating and illustrating The One, the innovative Epic Comics miniseries. In addition to writing and drawing an acclaimed run on Swamp Thing, he is the creator/cartoonist of Brat Pack, Maximortal and the dream-based Rare Bit Fiends, and a contributing artist on 1963. He is also the writer and artist of the miniseries Greyshirt: Indigo Sunset from America's Best Comics, and the creator of the critically acclaimed graphic novel Can't Get No and the spectacularly satirical series Army@Love from Vertigo.

TOM YEATES was one of the first graduates of the Joe Kubert School of Cartoon and Graphic Art (along with classmates Rick Veitch, Stephen Bissette, and John Totleben). Influenced primarily by classic adventure illustrators like Alex Raymond and Hal Foster, Yeates has contributed artwork to a host of titles and publishers, and has served as an editor for Eclipse Comics as well as illustrating a newspaper strip revival of *Zorro* from 1999 to 2000.

TATJANA WOOD switched careers from dressmaking to comics coloring in the late 1960s and quickly established herself as one of the top colorists in the field, winning two Shazam awards in the early 1970s.

Over his long and prolific career, **JOHN COSTANZA** has lettered a huge number of comics and has won numerous awards along the way. A cartoonist in his own right, Costanza has also contributed stories and art to a variety of titles, beginning in the late 1960s and continuing right through to the new millennium.

One of the industry's most versatile and accomplished letterers, **TODD KLEIN** has been lettering comics since 1977 and has won numerous Eisner and Harvey Awards for his work. A highlight of his career has been working with Neil Gaiman on nearly all the original issues of *The Sandman*, as well as *Black Orchid*, *Death: The High Cost of Living*, *Death: The Time of Your Life* and *The Books of Magic*.



A cerebral meditation on the state of the American soul." "Hyperintelligent, emotionally potent, and, yes, fun. Grade A. Entertainment Weekl "Another of the true classics of the THERE IS A RED AND ANGRY WORLD RED THINGS HAPPEN THERE. THE WORLD EATS YOUR WIFE. EATS YOUR FRIENDS. EATS ALL OF THE THINGS THAT MAKE YOU HUMAN. ND YOU BECOME A MONSTER. From 1983 through 1987, a young British writer named Alan Moore revolutionized the American comic book. His groundbreaking tenure on DC Comics' Swamp Thing set new standards for graphic storytelling and touched off a revolution in the medium that is still expanding today. Building on the title's framework of gothic horror with a remarkably intuitive narrative style and an unprecedented depth of characterization, Moore's vision was realized through the hauntingly beautiful artwork of such collaborators as Stephen Bissette, John Totleben, Dan Day and Rick Veitch. The result is one of comics' most enduring masterpieces. This first of six volumes collecting Moore's entire run includes issues 20-27 of The Saga of the Swamp Thing and also features a foreword by famed horror author Ramsey Campbell and an introduction by Swamp Thing co-creator and original series editor Len Wein. SUGGESTED FOR MATURE READERS vertigocomics.com