



# FIVE GHOSTS

BARBIERE · MOONEYHAM

NUMBER  
TWO OF  
FIVE



BLOOD

FOR  
THE

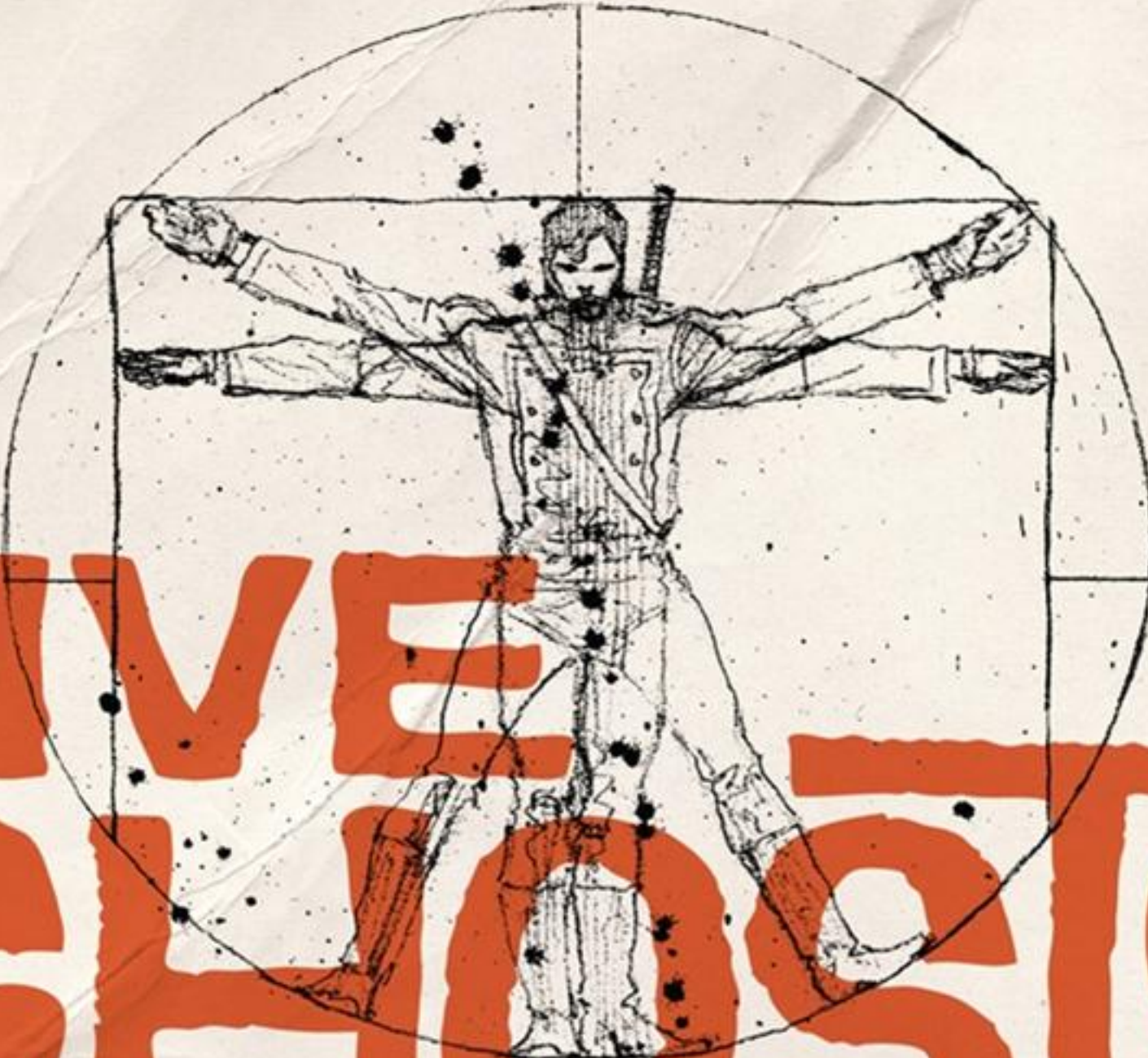
SPIDER  
GOD!!



THE HAUNTING OF FABIAN GRAY: PART TWO

PLUS:  
WHO IS... ZHANG GUO?





# FIVE GHOSTS

**THE HAUNTING OF FABIAN GRAY**

## **PART TWO**

WRITTEN BY **FRANK J. BARBIERE**

ART BY **CHRIS MOONEYHAM**

COLORS **S.M. VIDAURRI**

ADDITIONAL COLORS (P. 19-22) **LAUREN AFFE**

LOGO AND GRAPHIC DESIGN BY **DYLAN TODD**



AFTER A TRAGIC ENCOUNTER WITH AN ARTIFACT KNOWN AS "THE DREAMSTONE,"  
INFAMOUS TREASURE HUNTER FABIAN GRAY WAS POSSESSED BY **FIVE LITERARY GHOSTS**  
AND HAS BEEN GRANTED ACCESS TO THEIR UNIQUE ABILITIES.















IMAGE COMICS  
PRESENTS:

# FIVE GHOSTS : THE HAUNTING OF FABIAN GRAY

...LHN.

OH,  
GOOD...  
YOU'RE  
AWAKE.

I WAS  
AFRAID  
YOU WERE GOING  
TO MISS OUR  
HORRIFIC  
DEMISE.



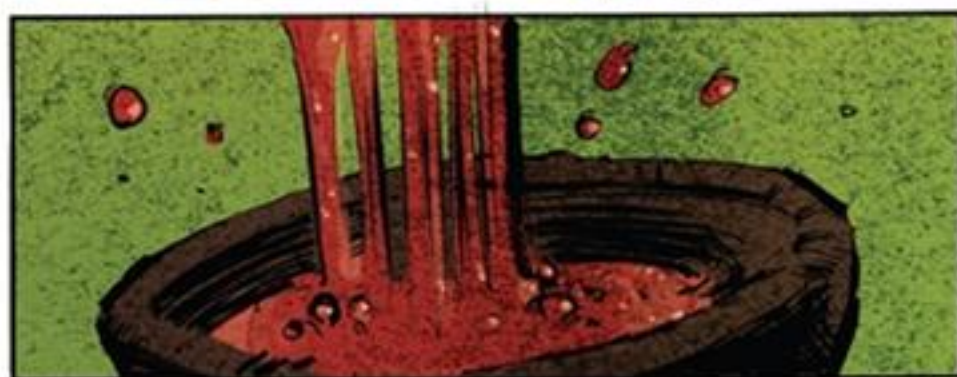
PART  
**TWO**

# BLOOD

FOR  
THE

# SPIDER GOD!!





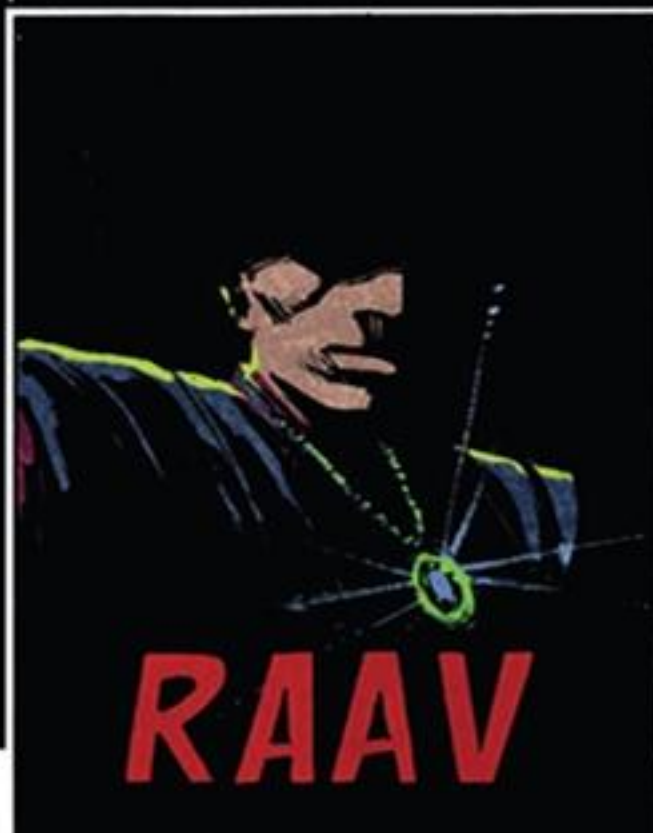
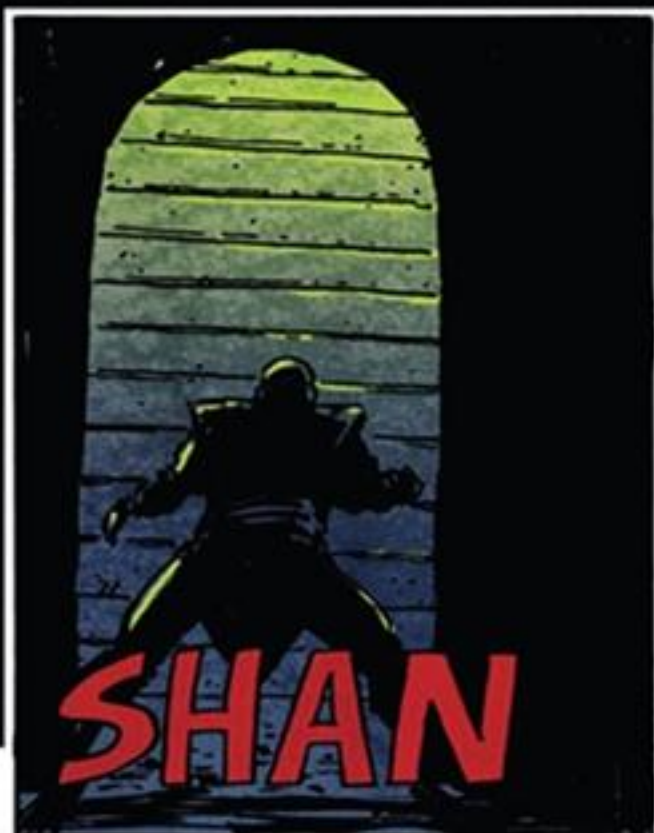




**C  
R  
A  
K**









shan raav gho shan raav gho shan raav gho shan raav gho shan raav gho



WAIT...  
I FEEL--

shan raav gho shan raav gho shan raav gho shan raav gho shan raav gho shan raav gho shan raav gho shan raav gho shan raav gho

shan raav gho shan raav gho shan raav gho shan raav gho shan raav gho



OH,  
GOD! FABIAN--!  
IT'S GOING TO  
EAT US!







YOU  
ALRIGHT?

-COUGH-  
WH-WHAT...  
DID YOU  
DO?



I'M NOT  
SURE...BUT  
I SEEM TO HAVE  
REGAINED MY  
ABILITIES.



AND NOT  
A BLOODY MOMENT  
TOO SOON.

I THINK  
I'VE HAD ENOUGH  
ADVENTURING  
FOR TODAY.



LET'S  
GET AS FAR  
AWAY FROM THIS  
DAMN CAVE--

THERE'S  
SOMETHING HERE.  
I CAN FEEL IT.

MAYBE  
IT'S AN ARTIFACT  
THAT CAN HELP  
SILVIA.



THERE.



THIS  
WAY. THE  
CAVES GO  
DEEPER.

HMPH.  
YOUR SISTER  
WILL BE THE DEATH  
OF ME YET.

THE  
THINGS WE  
DO FOR  
LOVE.





I CAN'T  
SEE A THING...  
A LITTLE *LIGHT*,  
MATE?



THESE  
ARTIFACTS---!  
MAYBE THIS TRIP  
WAS WORTH IT  
AFTER ALL!



SOMETHING'S  
NOT RIGHT. WHATEVER  
ACTIVATED MY POWERS  
ISN'T HERE.

I'VE  
GOT A BAD  
FEELING---



**HISSSSSSS**





OH,  
BOLLOCKS.

















I THINK  
I SEE A LIGHT  
JUST AHEAD, SO--  
HEY, ARE YOU  
OK?



THAT  
STONE--  
I CAN FEEL  
IT...



I CAN'T...  
FOCUS...

EVERYTHING'S...  
FALLING AWAY...

FABIAN!

shan raav gho  
shan raav gho

shan raav gho  
shan raav gho











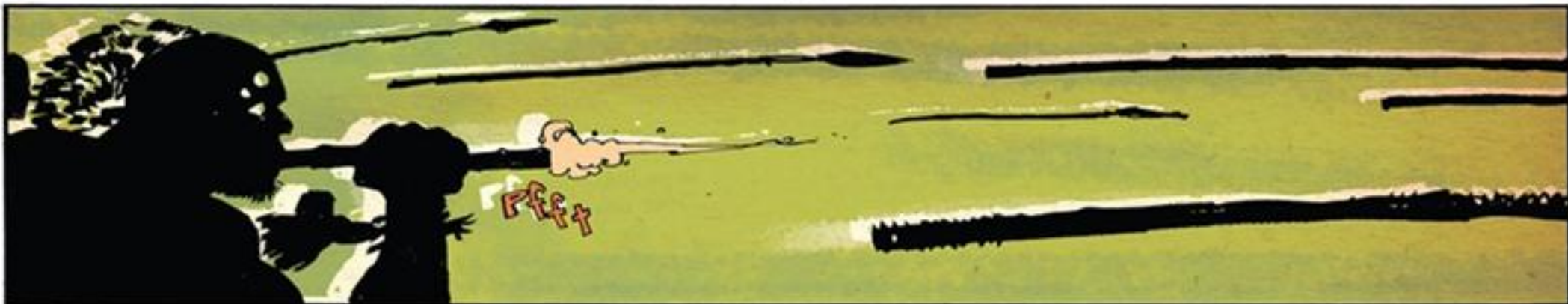


















THERE  
YOU ARE...

I'VE  
FOUND YOU,  
FABIAN  
GRAY.



**NEXT  
ISSUE:** **THE FORGOTTEN CITY!**



# FIVE GHOSTS

## GHOST STORIES

f i v e g h o s t s l e t t e r s @ g m a i l . c o m

A

most sincere and humble "thank you" to everyone who has picked up a copy of FIVE GHOSTS #1. If you are paying attention, you'll probably notice a spiffy new reprint of issue one joining this issue on the stands. That amazing cover was done by our colorist, S.M. Vidaurri, and we're all very excited to have it gracing our reprinted edition.

Many of you were kind enough to write us letters, and we thank you! I've printed a few of them on the following page, but we definitely do read them all and remain constantly inspired by and appreciative of every interaction we can have with our readers.

As a creator, I've always been adamant about sharing the work of my colleagues. I feel that there are so many great voices out there in the ether, and now that I have a small platform, I'd love to take the opportunity to introduce you to some. Following our letters is the beginning of a short piece called **INTELLECTUAL PROPERTY** by a group of people who are very talented. Have a look, and thank you so much to Matt, Patrick, Jason, Shaky, and Sloane for contributing.

-F. & Team Five Ghosts  
March 2013, Brooklyn  
@atlasincognita



Just checked out issue one and I'm enthralled by the story. Fabian and his demons, in more than one sense, make for a great read. I think that Robin Hood, Dracula, and Sherlock Holmes are obvious picks for the Archer, Detective, and Vampire, but who are the Wizard and Samurai? Merlin seems the likely choice for Wizard, but the Samurai is one I can't quite put a finger on.

Whoever they may be, I'm in for the length of the story. Very much looking forward to seeing where Fabian and his Ghosts are taken on their strange journey.

Leo Johnson

Thanks, Leo! The Samurai is inspired by Musashi Miyamoto, and you are correct with guessing Merlin for The Wizard.

Hello!

This is the first time I've ever had the urge to write in about a comic I've read because its inspired me to start working on my own comic book ideas and take up art again! I saw a preview for Five Ghosts on the Image website a few weeks back and immediately thought the premise sounded great! Wizards? Archers? Detectives? Samurai? Vampires? AND TREASURE HUNTERS? There was no way I would not pick up this book. My excitement was not misplaced! Five pages in and I was hooked, the way Fabian intertwined the various powers of the ghosts was written and drawn beautifully! Mr Barbieri and Mr Mooneyham and the rest of team, you have done an amazing job! I will be picking this book up for the rest of its run, and I look forward to any future projects any of you guys have planned!

A Very Happy Comic Book Reader,

Mateusz Marczuk  
Manchester, England

Glad we could be an inspiration, Mateusz!

Hey guys. Just wanted to let you know how much I enjoyed Five Ghosts. I picked it up on a whim at the comic book store because everyone else was and I snagged the last copy on the shelf. Another guy actually offered to buy it off of me just so he could get it. I thought to myself at that point, "Hmm, must be that good." And it was.

I actually review comics and you can read my review at:  
<http://comicswithgreg.wordpress.com>. Thanks again for a great first issue. and I look forward to the rest.

Gregory M. Thompson



Stevie, the  
"miserable  
lizard."  
Thanks, Jay!





JASON COPLAND



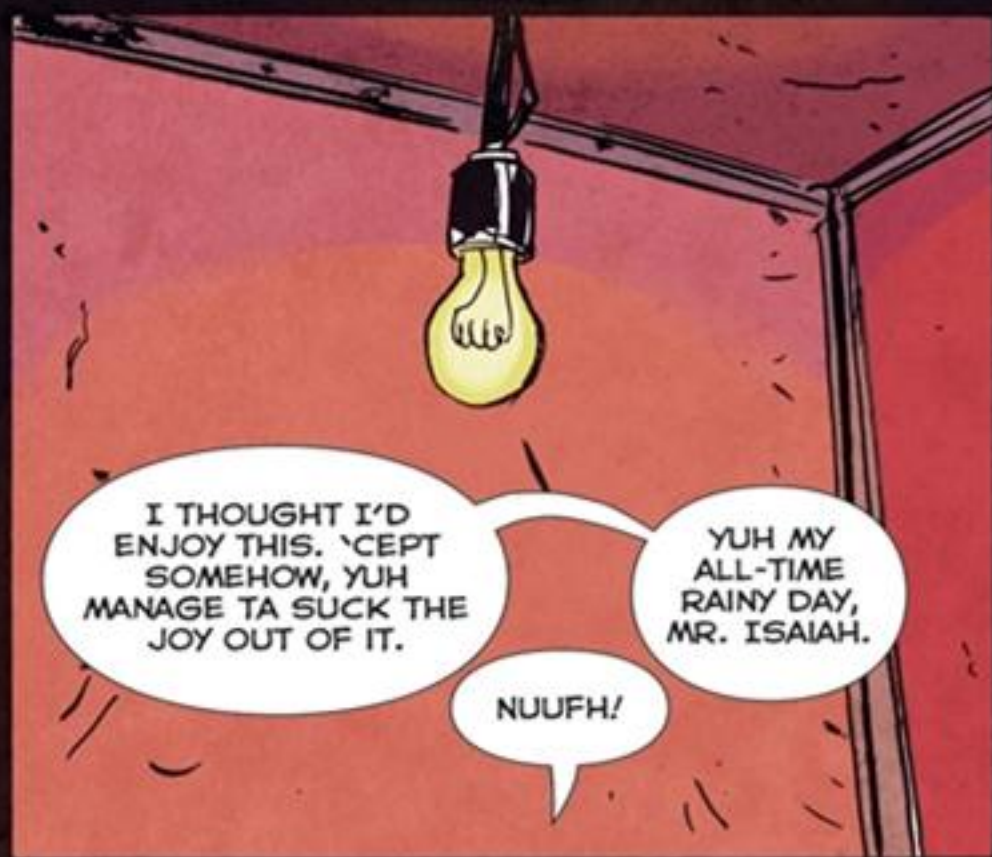
SHAKY KANE



SLOANE LEONG



KINDLON & ROSENBERG











IN STORES MAY 8 THE COLLECTED SERIES

# BACK COME

BRISSON WALSH BELLAIRE

*"...a compelling story with a high concept that delivers"*

**-Comic Book Resources**





# What They're Saying About...

## FIVE WEAPONS

"Five Weapons is a mini-series that's off to a great start, and one of the things I appreciate even more about it is that I feel like this could ultimately stand on its own, or also become a series of mini-series.... [T]here's so much story potential that Robinson could go for years, but I'd respect the former as well. Either way, though, this is a comic that you should definitely take a look at. Five Weapons is both fun and clever, and that's a combination you shouldn't ever pass up."

- Comic Book Resources

## MARA

"Mara is one of the best limited series being released right now. Now that Mara has a strong personality this book has basically everything, a creative idea, a strong lead, some feels, some action, great art, a unique feel all its own, and a creative team that outdoes themselves with each successive issue."

- Read Comic Books

## LOST VEGAS

"Lost Vegas is imaginative, fun, and original. It's like one of those worlds you encounter in a random episode of Doctor Who that exist outside of any times or places we know, but is familiar to us. It's also an wonderful look at the evolution of creators who were pretty successful the first time around, but keep coming back for more."

- iFanboy

## SNAPSHOT

"The plot thickens in Snapshot as Diggle and Jock deliver a stellar second issue."

- IGN

# APRIL 2013

# the word

## WHAT'S NEXT



Multi-award-winning writer Mike Millar has written some of DC's and Marvel's most popular series, but his reputation was sealed when his creator-owned series *Wanted* and *Kick-Ass* became, at the time, the best-selling creator-owned titles in the U.S. *Wanted* was adapted into a movie starring Angelina Jolie and James McAvoy and the movie version of *Kick-Ass* stars Nicolas Cage. He reunites with his frequent collaborator, artist Frank Quitely, on *JUPITER'S LEGACY* from Image Comics in April.

### What are you working on right now?

I'm working on a bunch of things at the moment. I've got three Millarworld books on the go at once, *KICK-ASS 3*, *JUPITER'S LEGACY*, and a third title from Image which I'll be going public with very soon with an artist I've wanted to work with for years. Outside of comics, we've just finished the *Kick-Ass 2* movie and Matthew Vaughn is just getting ready to shoot *The Secret Service*, which he's just done with the amazingly brilliant Jane Goldman.

### What's the best part of your job?

Working with Frank Quitely, John Romita Jr, Dave Gibbons and Leinil Yu this year. No matter what I write, they make it look good. The next two artists I'm working with are guys I've admired hugely, but never worked with. That's exciting. Like a first date.

### What's the worst part of your job?

Twitter. Seriously, it's digital crack. I'm on it so much it's actually killing me. If I had a regular job, my bosses would have fired me months ago. I think I'm tweeting after every line of dialogue I'm writing. I've got no self-control. I've got opinions on everything too from Tarantino to Bieber. There's nothing @mrmillarkiller won't get into.

### How did you first discover comics?

I've got four older brothers and they were all into comics to varying degrees at a time when it was very far from cool and they were actually quite cool guys. So they used to buy them and pretend they were buying them for their youngest brother, but I'd be standing there waiting as they slowly perused them. It was agony. The reprints here in Scotland were in black and white and I quite enjoyed ruining them by colouring them in. I couldn't find American comics very often so I'd colour up my own and PRETEND they were American comics, which always seemed incredibly glamorous to me. But in truth, they just looked like really \$#@ty American comics where the colourist somehow didn't manage to stay inside the lines.

If you weren't working in comics, what would you be doing?

I wasn't allowed to do art at school because I was quite academic and weirdly that was frowned upon as a semi-remedial subject, which is of course insane. So I ended up doing chemistry, physics, advanced maths and all these things that seemed very important at the time. My passion for comics seemed like a waste of time to people, but as an adult, my knowledge of inert gases, for example, is the useless stuff. I planned to be a doctor for a while and Plan B was an economist, believe it or not, after I realised I couldn't quite hack it. I'm still obsessed with economics and honestly read the Financial Times online before I read even Comic Book Resources in the morning. Most people chill out to fiction but, because we spend all day in fiction, writers like to chill out to fact.

### What's the best thing a fan has ever said to you?

"Would you sign this book?" It's essentially a form of vandalism, when you think about it, but the fact someone regards your work highly enough to let you deface something they've paid for and like is a very nice compliment.

### Who is the biggest influence on your work?

Alan Moore and Frank Miller. There have been lots of other brilliant writers who have blown me away over the years like Grant Morrison, Pete Milligan, Warren Ellis and Garth Ennis plus more recent guys like Jason Aaron and Scott Snyder. But Moore and Miller are my Mum and Dad.

### What is the single work of which you're most proud?

*KICK-ASS* I think. *WANTED* changed my life in that it gave me the money to strike out and be my own boss, but *KICK-ASS*, I think, is the work I'm proud of.

### What was the last comic book you bought?

I read *THE WALKING DEAD* as collections, coming to the party unfashionably late. The last actual 20 page comic? *SAGA* #8 and *THOR: GOD OF THUNDER* #4. Both fantastic. Genuinely world-class.

### What is the best advice you've ever received?

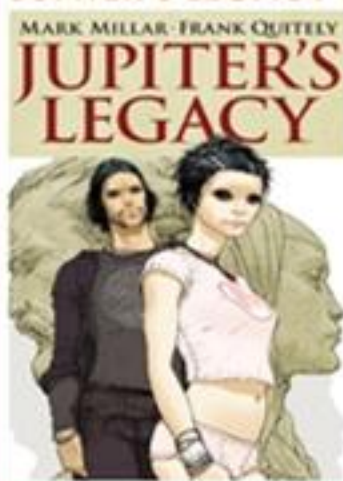
Definitely Grant Morrison when I interviewed him as an 18-year-old for a fanzine and he was doing his first big American run, *Animal Man*. I wanted to be a both writer and an artist and he suggested focusing on one as it was very hard to be successful at both. It was simple advice, but very pertinent. As a comic fan you don't always appreciate that they're two entirely different jobs. It's a rare creature who is great at both, like Frank Miller or Barry Windsor-Smith. Even getting good at one of them is a lifetime's journey if you're lucky.

## CHIN MUSIC #1



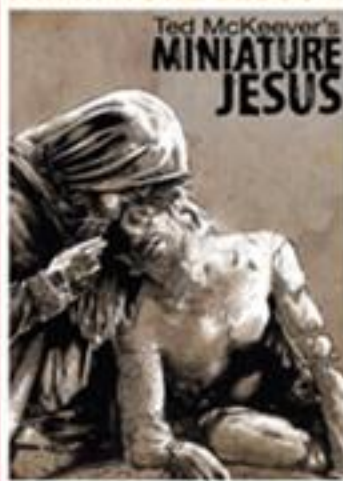
Shaw is a man on the run and lost in time. Fleeing ancient enemies, Shaw finds himself in prohibition-era Chicago surrounded by gangsters and demons alike and caught between law enforcement and the local supernatural underground. *CHIN MUSIC* is a tale of mysticism and violence like nothing you've experienced before.

## JUPITER'S LEGACY #1



The comic-book event of 2013 finally arrives as superstar creators MARK MILLER and FRANK QUITELY give us the superhero epic that all future comics will be measured by. The world's greatest heroes have grown old and their legacy is a poisonous one to the children who will never live up to their remarkable parents. Unmissable.

## MINIATURE JESUS #1



Devil on one shoulder - angel on the other. One tells you to do bad things, the other... well, you get the idea. Bad news for a recovering alcoholic if the "good" one is MIA. Between a liquor-gulping demon and a mummified cat, it's all about to make our hero's day hit the proverbial fan.

## THE MICE TEMPLAR IV: LEGEND #1



Long ago, the valiant Templar destroyed themselves through a vicious civil war, allowing the bloodthirsty crusade of the tyrant king Icarus to destroy mouse culture. Yet the inspiring tale of the young mouse Karic promises to restore the fractured Templar and overthrow the mad king.





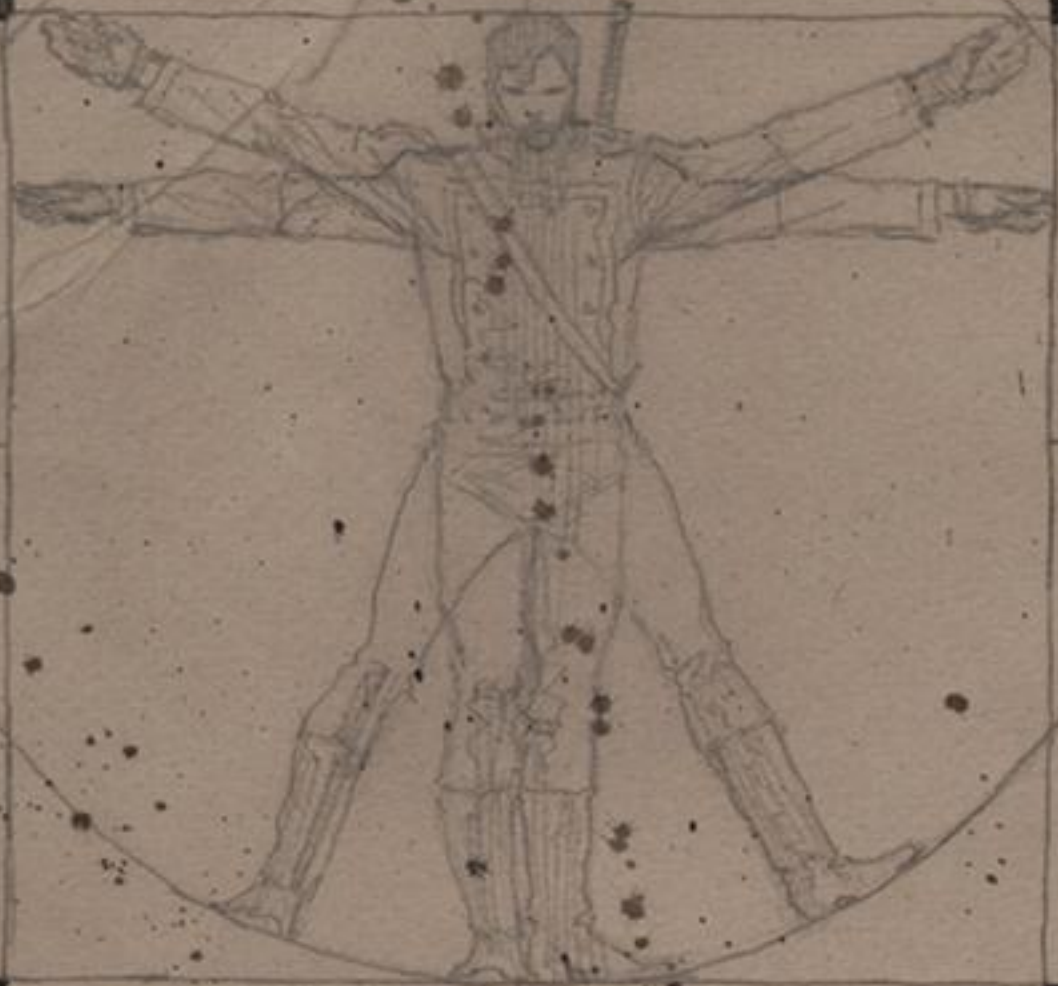
I



II



III



IV



V

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**AFTER A TRAGIC ENCOUNTER WITH AN ARTIFACT KNOWN AS “THE DREAMSTONE,” INFAMOUS TREASURE HUNTER FABIAN GRAY WAS POSSESSED BY FIVE LITERARY GHOSTS AND HAS BEEN GRANTED ACCESS TO THEIR UNIQUE ABILITIES.**

THIS MAGAZINE CONTAINS PART TWO OF THE SERIALIZED STORYLINE *THE HAUNTING OF FABIAN GRAY* IN WHICH OUR HEROES ARE TAKEN CAPTIVE; A SACRIFICE IS OFFERED TO THE SPIDER GOD; AN ENIGMATIC NEW ALLY IS INTRODUCED; A BATTLE IS FOUGHT IN AN ANCIENT TEMPLE; AND FABIAN SUCCUMBS TO THE DARK POWERS OF *THE VAMPIRE*.

“Original. Thrilling. And gorgeously illustrated. Everything a new comic should be. And more.”

—Jay Faerber  
*Near Death, Point of Impact*

“...filled with action and the imagination that makes reading comics so much fun in the first place.”

—Mark Miller  
*Ain't It Cool News*

“People looking for that next big thing, you might want to gaze this way. **FIVE GHOSTS** has everything in it that a comic should have and then some.”

—Newsarama

**“FIVE GHOSTS: THE HAUNTING OF FABIAN GRAY** is an exciting new series, with creators who not only clearly love classic pulp adventure, but are able to recreate its novelty and excitement in a genuine way. Fast-paced, exciting, exotic, and comfortingly familiar, it’s worth picking up.

—John Parker  
*ComicsAlliance*

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RATED **T+** / TEEN PLUS