

JABberwocky Literary Agency, Inc.
COMICS AND GRAPHIC NOVELS
Frankfurt 2022



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The information in this catalog is accurate as of September 15, 2022, but is subject to change. Clients, titles, and availability should be confirmed.

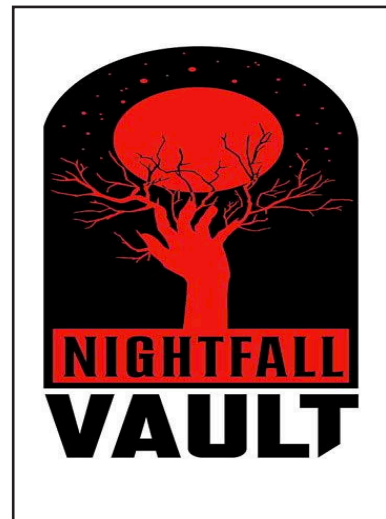


JABberwocky is proud to represent translation rights for Vault Comics, an award-winning independent comics and graphic novel publisher specializing in fantasy, science-fiction, and horror from both emerging and established writers.

Since its founding in 2016, Vault has grown to incorporate the horror line Nightfall and the YA/middle grade line Wonderbound.



Where wonder abounds!



For an up-to-date list of the Vault Comics titles we represent, visit our dedicated rights page at www.awfulagent.com/vault-comics

See Vault's latest releases on their websites vaultcomics.com and readwonderbound.com

Fantasy

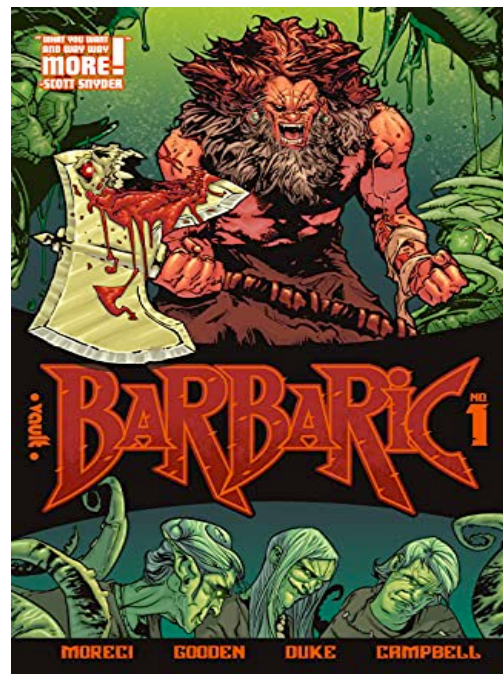
Michael Moreci, Nathan Gooden & Addison Duke**BARBARIC VOL. 1-2 (#1-6)**

Featured on “Best of 2021” Comics Lists from *Entertainment Weekly*, *Comics Bookcase*, *Lotusland Comics*, and *Gate Crashers*!

A bloodthirsty barbarian and his talking axe roam an untamed, mythic realm battling supernatural cultists, hungry giants, creatures of the night, and more in their quest to somehow, amidst all this chaos, do some good.

BARBARIC follows Owen the Barbarian, who has been cursed to do good with what remains of his life. His bloodthirsty weapon, Axe, has become his moral compass with a drinking problem. Together they wander the realm, foredoomed to help any who seek assistance.

But there is one thing Owen hates more than a life with rules: Witches. Welcome to the skull-cracking, blood-splattering, mayhem-loving comic brave enough to ask: How can a man sworn to do good do so much violence?



Rights sold:
Brazil—Faro
Spain—Editorial Hidra
World English—Vault Comics

“Barbaric number one really does have that it factor that makes me very excited to read more. There’s tons of bloody action, humor, smart ideas, and some heart. This is without question the best debut I’ve read this year.”

—*Panel Patter*

“A book I am certain will be a massive breakout hit.”

—*Comics Bookcase*

“The best new comic of 2021 and a must-read for all fans of fantasy and action comics.”

—*Kabooooom*

“Boisterous in its style, brutal in its combat, inventive in its plotting, and consistently hilarious amidst all of that.”

—*Comic Book*

“A visually stunning, incredibly funny, action-packed bloody tale.”

—*Comic Book Yeti*

“Owen makes one last stand against the abbot’s minions in this arc finale that will leave you breathless!”

—*Lotus and Comics*

Based on the internationally bestselling role-playing game *Vampire: The Masquerade*, set in the World of Darkness universe

VAMPIRE: THE MASQUERADE VOL. 1-2 (#1-10)

In “Winter’s Teeth,” Cecily Bain, an enforcer for the Twin Cities’ vampiric elite, takes a mysterious new vampire under her wing. She’s dragged into an insidious conspiracy that threatens to shake the foundations of vampire society.

In “The Anarch Tales,” a coterie of vampires outside the city are tasked with investigating a mysterious murder of three of their own kind. But when they discover that the killings could be linked to a dangerous old grudge, the case leads them to a new breed of enemy they never thought possible.

Featured in *Multiversity Comics’ “Best Licensed Comics Roundup 2020”*



Rights sold:
[Brazil](#)—Galapagos Jogos
[Italy](#)—Saldapress
[France](#)—Urban Comics
[Poland](#)—Lost in Time
[Russia](#)—EKSMO
[Spain](#)—Editorial Cosmica
[World English](#)—Vault Comics

“A series perfect for old fans, as well as leaving an opening for new fans...VAMPIRE THE MASQUERADE has kept the promises it made, all while introducing two fascinating and addictive plots.”
 —*Word of the Nerd*

“A world that is complex and interesting with subversive characters [...] beautifully creepy.”
 —*Bleeding Cool*

“It’s a fun enough story for newcomers like myself and surely captures enough depth for longtime fans, making it a worthwhile purchase for anyone looking for a great new vampire comic to sink their teeth into. While it’s Cecily’s character that will pull me back in for more as she deals with the unraveling situation within the vampires of the twin cities and this mysterious Alejandra, there is enough stellar artwork and intricate plotting to keep nearly any reader deeply engaged.”

—*Comic Watch*

“I’m absolutely in love with what a badass Cecily is.... It’s some excellent character development. The art is, as always, spectacular and perfectly suited to the storyline and the world. The gruesome parts, the different Kindred, the settings: it’s all drawn so beautifully, with colors that really set the tone. Andworld Design does excellent work with the lettering as well.”

—*Wandering Nerd Girl*

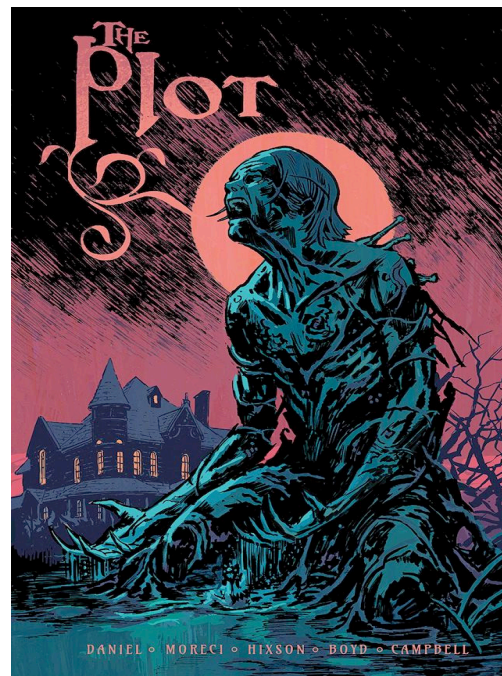
Horror

Michael Moreci, Tim Daniel, & Joshua Hixon**THE PLOT VOL. 1-2 (#1-8)**

Featured on “Best Of” Comics Lists from *CBR*, *The Beat*, *Comics Bookcase*, *Pipedream Comics*, *Geek Cast Radio*, and *SyFy Wire*!

The inaugural title of Vault’s new Nightfall line, **THE PLOT**, is written by Tim Daniel (*Fissure*, *Enormous*) & Michael Moreci (*Wasted Space*, *Mall*) and drawn by Joshua Hixon (*Shangai Red*).

In order to receive...first you must give. When Chase Blaine’s estranged brother and sister-in-law are murdered, he becomes guardian to McKenzie and Zach, the niece and nephew he hardly knows. Seeking stability for the children, Chase moves his newly formed family to his ancestral home in Cape Augusta—which overlooks a deep, black bogland teeming with family secrets.



Rights sold:
[France—HiComics](#)
[Poland—Lost in Time](#)
[World English—Vault Comics](#)

“The first third of this comic lures readers into a family drama involving two estranged brothers [...] There is a great balance between realistic dialogue and unspeakable horror and a cliffhanger that practically demands the reading of the next issue.”

—*The New York Times*

“A simple tale lifted greatly by a fantastic gothic tone and astounding artwork.”

—*Comic Crusaders*

“An absolutely beautiful and haunting tale of a family stitched together in heartbreak, the strength of the bonds built, and the horrors of the past that they must all face – together.”

—*Wandering Nerdgirl*

“The team here did some really great creative horror material with all the right chills and disturbing moments throughout.”

—*The Fandom Post*

A 2020 Bram Stoker Award Finalist for Best Horror Graphic Novel

Paul Tobin, Colleen Coover, & Galaad

Young Adult

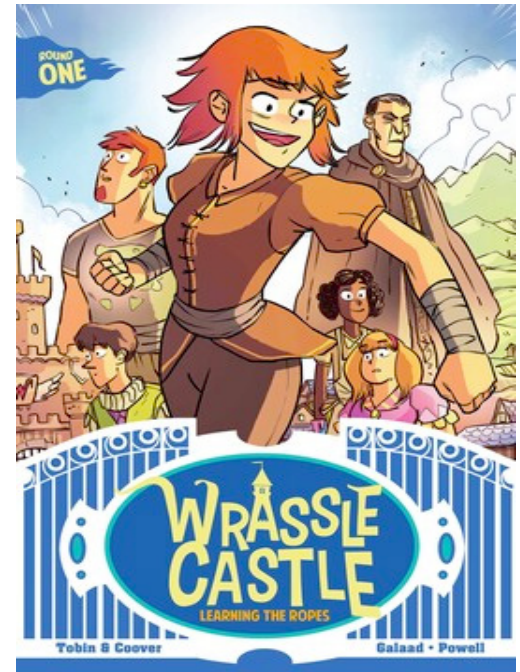
WRASSLE CASTLE VOL. 1-2

Lydia Riverthane has always dreamed of being a professional wrassler, the greatest of all fighters in the kingdom of Grimslade. There are just a few pesky things standing between her and the big tournament at Wrassle Castle.

Growing up in the shadow of Wrassle Castle, where her older brother routinely racks up championship belts, has only fueled Lydia's competitive fire. But when her brother is mysteriously arrested for treason, Lydia and her friends must find a way into the year-end tournament. There she can win back his freedom the only way she knows how... wrassling!

“A rock-em, sock-em, hum-dandy knock-out of a graphic novel!”

—Shannon Watters, co-author of *Lumberjanes*



Rights sold:
World English–Vault Comics

Ben Katzner & Ian McGinty

Middle Grade

HELLO MY NAME IS POOP VOL. 1

Will Poupé becomes the new target of bullies at his middle school. All day long, they call him Poop. However, when Icky the Janitor reveals himself to be a wizard in disguise, Will learns that there are Names of Power – if you are given one of these names, you gain certain abilities. Poop is one of those names. He now has powers that he could use to get back at the bullies!

But power – even poop power – is exactly what can turn someone into a bully. With some help from his friends, Will must find a way to use his fantastic farting magic for good.

“A funny, vibrant, and (hilariously) gross tale about owning the things that make us stand out. Not that I can relate to growing up with a ridiculous name. At all.”

—Daniel Kibblesmith, author of *Princess Dinosaur*



Rights sold:
World English–Vault Comics

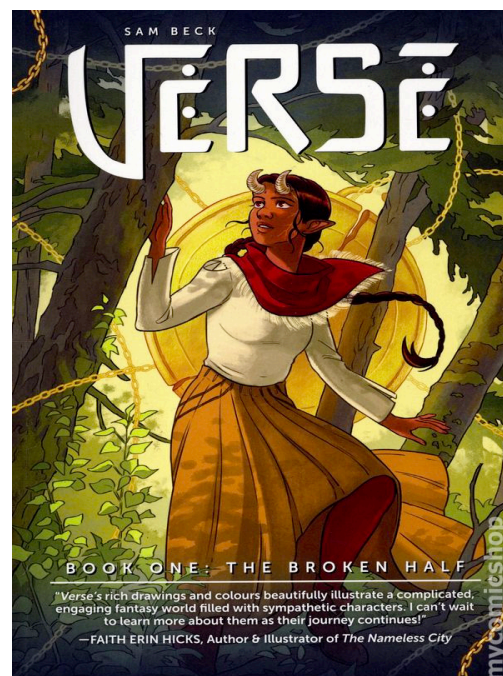
VERSE VOL. 1-3

Fife is your typical apprentice blacksmith and he knows one thing for certain. Magic doesn't exist anymore. Sure, there's the Verse, but that's not the same thing at all. Then he meets Neitya, who isn't your typical girl, and everything he knows changes in a flash of...well...magic.

Everyone knows magic doesn't exist anymore, until magic changes everything.

Fife's plans to become an expert swordsmith are interrupted when he meets Neitya, an extraordinary girl unlike any he's ever met before...primarily because of her horns and amnesia.

Worryingly, she seems akin to the monstrous Vel who roam the countryside. but when Fife is attacked by the Vel, Neitya saves him by using a skill thought to be forever lost to everyone: Magic. Fife and Neitya decide to journey together, seeking the guidance they need to unravel the mystery of her origin.



Rights sold:
[France—Komics Initiative](#)
[World English—Vault Comics](#)

“Verse’s rich drawings and colours beautifully illustrate a complicated, engaging fantasy world filled with sympathetic characters. I can’t wait to learn more about them as their journey continues!”

—Faith Erin Hicks, author of *The Nameless City*

“An intricately woven tale of magic and mystery, Sam Beck has written and illustrated an unforgettable story.”

—Victoria Yang, illustrator of *Diana Princess of the Amazons*

“Verse is the sort of book you spend hours pouring over, even after the first read. Every single page is a visual delight – I lingered on every panel and relished every page-turn. Sam expertly crafts a sprawling world full of gripping characters and thrilling stakes that transported me to another dimension—it’s the kind of book I would have devoured as a teenager, and certainly still love now.”

—Hannah Templer, artist of *Cosmoknights*

Rocketship

JABberwocky is proud to represent translation rights for Rocketship Entertainment, a publishing, consumer product, and entertainment company with multiple Eisner-nominated and Ringo award-winning series.

Since its founding in 2019, Rocketship works hand-in-glove with creators to create definitive, premium editions of their work and a full array of consumer products.

Rocketship publishes a wide range of titles including romance, science-fiction, fantasy, and humorous graphic novels.



For an up-to-date list of the Rocketship Entertainment titles we represent, visit our dedicated rights page at www.awfulagent.com/rocketship-entertainment

See Rocketship Entertainment's latest releases on their website

<https://rocketshipent.com>

LET'S PLAY VOL. 1-3

She's young, single and about to achieve her dream of creating incredible video games. But then life throws her a one-two punch: a popular streamer gives her first game a scathing review.

Even worse, she finds out that same troublesome critic is now her new neighbor! A funny, sexy, and all-too-real story about gaming, memes, and social anxiety.

Come for the plot, stay for the doggo.

- Nominated for Eisner Award for Best Webcomic
- Kickstarters for print edition of *Let's Play* reached the top 30 most successful Kickstarters in the Comics category



A TV series based on *Let's Play* is in production by Allnighter, the company behind Sony Pictures' *Bloodshot!*

Rights sold:
[Film/TV—Allnighter](#)
[France—Universe Poche](#)
[Germany—Lyx Verlag](#)
[Portugal—PRH Portugal](#)
[Spain—Planeta](#)
[World English—Rocketship](#)

“LET’S PLAY speaks to the gamer, hopeless romantic or nerd in all of us.”
 —*The Comic Source*

“[A] binge-worthy Webtoon [...] I absolutely devoured it.”
 —*The Geekiary*

“I have become very invested in every character because they are so complex as individuals.”
 —*A Geek Girl’s Guide*

“This comic is trying to kill me, I swear. In the best way, of course. Love triangles are common in webtoons, and in manga in general, but this one is especially compelling, because it’s a SUPER GEEKY love triangle.”
 —*Love in Panels*

Print rights only

BACKCHANNEL VOL. 1

One of the final projects of the legendary Stan Lee and beautifully illustrated by Spider-Man veteran Andie Tong, BACKCHANNEL centers on Tom Tanner and his father, Martin.

On the surface, Tom Tanner is having an average high school life – struggling to stay on the lacrosse team, hiding his affections for his friend Sally, and trying to keep his head down and grades up. What his father, an LA police detective, and friends don't know is that Tom is an engineering prodigy and is being recruited by BACKCHANNEL, a decentralized hactivist group causing havoc at prisons across the U.S.



Rights sold:
World English–Rocketship

While developing a highly sophisticated AI algorithm, a power awakens within Tom that grants him the ability to mentally hack into any device (technopathy). While initially using this newfound power for personal gain and petty revenge, he learns of a dark secret from his father's past that will change him forever.

In need of a moment of escapism, Tom returns to his favorite digital comics. This time though, the comic is disturbingly on point with what Tom has been experiencing. As he continues to read, Tom realizes that there are encrypted messages in the comic from an unknown ally who clearly knows everything Tom has been up to.

When he discovers that the hactivist group BACKCHANNEL has been tracking him and is aware of his new abilities and reaching out to him for help, Tom is set on a very dangerous path.

Print rights only

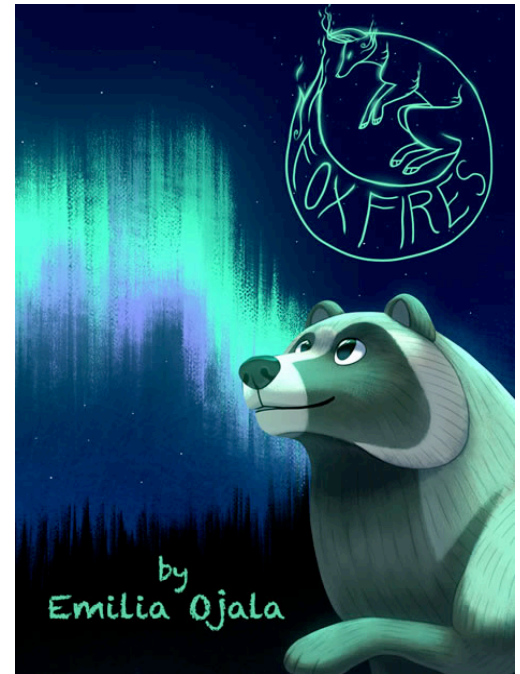
FOX FIRES

A fantasy-adventure that is inspired by Finnish folklore, told from an animal's perspective, taking us deep into nature.

“Fox Fires” refers to the Northern Lights; a literal translation from the Finnish word “revontulet.” (Revontulet = Repo’s fires.) The Fox Fires are a gate between this world and the land of the dead, allowing souls that have passed away to visit their loved ones.

But suddenly, the Fox Fires disappear. Our main character, a young raccoon dog named Raate, heads north to find what’s happened to Repo, the fire fox whose burning fur is said to make the Fox Fires appear in the sky. On her journey, Raate meets all kinds of interesting creatures, and also new friends.

The graphic novel addresses the relationship between humans and nature, friendships, family, self-growth, and, of course, Finnish folklore.



Rights sold:
World English–Rocketship

Print rights only

Some of JABberwocky's own clients have graphic novel titles!

Brandon Sanderson

Fantasy

DARK ONE VOL. 1

A new graphic novel series from #1 *New York Times* bestselling author Brandon Sanderson! Pitched as *Harry Potter* from Voldemort's point of view, about a troubled teenager who discovers a secret world and his role as the next Dark One, destined to destroy the world.

- **Goodreads Choice Awards 2021: Semi-finalist for Best Graphic Novel & Comics**

DARK ONE is a cross-media project which includes a TV show in development from Random House Studios and Freemantle Media, graphic novels from Vault Comics, and an audio original tie-in series from Mainframe



“With a clear flow between panels, the implication of time passing in a montage of wide, epic scenes of Mirandus; brilliant and emotive color schemes; and a cleanly minimal drawing style provide a strong visual aspect to the story... A dramatically dark fantasy that will leave readers eager for the sequel.”

—*Kirkus*

“Brandon Sanderson’s *Dark One* is an exercise in managing expectations, leading the reader to rethink what they know and love about fantasy stories in order to enjoy a story that both perfectly captures and totally swerves common clichés and storytelling staples.”

—*The Brazen Bull, 9.5/10!*

“It’s a literary comic that blends high concept storytelling interests across genres without sacrificing any of the craft, structure, or character development needed to make narratives compelling and immersive.”

—*Comics Bookcase*

“Everything about this book is excellent, from the writing, art, lettering – every bit drips with that flare Vault comics all have.”

—*Wandering Nerdgirl*

VOL. 2-3 UNDER CONTRACT!

[Rights sold:](#)

[Brazil–Faro](#)

[Film/TV–Fremantle](#)

[Germany–Panini](#)

[Poland–MAG](#)

[Russia–Azbooka](#)

[Turkey–Ithaki](#)

[World English–Vault Comics](#)

Some of JABberwocky's own clients have graphic novel titles!

Fantasy

Brandon Sanderson

WHITE SAND VOL. 1-3

On the planet of Taldain, the legendary Sand Masters harness arcane powers to manipulate sand in spectacular ways. But when they are slaughtered in a sinister conspiracy, the weakest of their number, Kenton, believes himself to be the only survivor.

With enemies closing in on all sides, Kenton forges an unlikely partnership with Khrissa, a mysterious Darksider with secrets of her own.

- **White Sand Vol. 2 was a #2 *New York Times* bestseller**
- **2018 Dragon Award Winner for Best Graphic Novel!**

“WHITE SAND is a fantastic new addition to [Brandon Sanderson's] growing listing of books...Highly recommend.”
—*Kirkus*

“Overall, WHITE SAND is a success, and a definite win for Team Sanderson. It is a faithful, lean adaptation, that introduces Sanderson fans to a new Cosmere world with fascinating magic, nuanced characters, and bubbling conflicts that are sure to boil.”
—*Tor.com*

“Brandon Sanderson is well known for his ability to craft believable worlds...and to place the reader at the heart of each tale...WHITE SAND is...a blend of magic and culture that's sure to amaze many, and spark further conversation among Sanderfans.”
—*Geekritique*



An omnibus edition featuring updated artwork, lettering, and text that fully integrates it in the Cosmere universe is now available!

Rights sold:

Bulgaria—Studio Art Line

Czech Rep.—Talpress

France—Graph Zeppelin

Germany—Panini

Italy—Mondadori

Poland—MAG

Russia—Azbooka

Spain—Ediciones B

Turkey—Arkadas

World English Dramatic Audio—Graphic Audio

World English—Dynamite

Some of JABberwocky's own clients have graphic novel titles!

Historical Fantasy

Benjamin A. Wilgus

Chronin

Samurai Jack meets *Back to the Future* in this action-packed, time travel duology set in 1864 Japan.

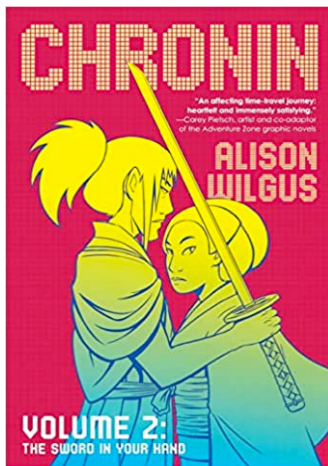
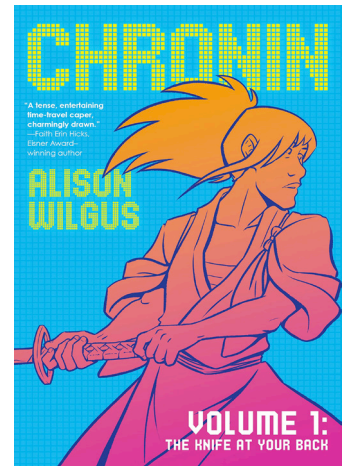
THE KNIFE AT YOUR BACK (#1) AND THE SWORD IN YOUR HAND (#2)

“Clever dialogue and detailed black-and-white images create an intense and moving story with plenty of heart and a mystery readers will want to solve.”

—*Publishers Weekly*

“The story has a truly fascinating premise and plumbs impressive depths.”

—*Booklist*



“The book’s spare lines, unassuming story and uncomplicated-yet-likable characters aren’t just self-effacing: They’re also classic. CHRONIN seems timeless in more ways than one — but then, cleverness often does.”

—*National Public Radio*

“CHRONIN delivers a solid story that touches on the importance of identity and history, and how they go hand in hand...Wilgus’s first solo outing shows the promise of a fresh voice to comics.”

—**Ethan Young, Eisner and Harvey Award-nominated author of *Nanjing: The Burning City***

“A fascinating, intricate story.”

—**Tony Cliff, author of the *Delilah Dirk* series**

“CHRONIN is a tense, entertaining time travel caper, charmingly drawn and filled with endearing, complicated characters that you can’t help rooting for.”

—**Faith Erin Hicks, Eisner Award-winning author of *The Adventures of Superhero Girl***

A *New York Times* bestselling writer, Benjamin’s comics have been published by First Second, DC, Del Rey, Dark Horse, and Bongo; his prose works have been featured in *Analog*, *Strange Horizons*, and *VICE Magazine*; and, he has done animation screenwriting for Cartoon Network.

Rights sold: World English–Tor

Some of JABberwocky's own clients have graphic novel titles!

Charlaine Harris

Mystery

Cemetery Girl

These speculative graphic novels, co-written with Christopher Golden, follow a young woman as she comes to terms with her newfound power and a past she can't remember.

THE PRETENDERS (#1)

INHERITANCE (#2)

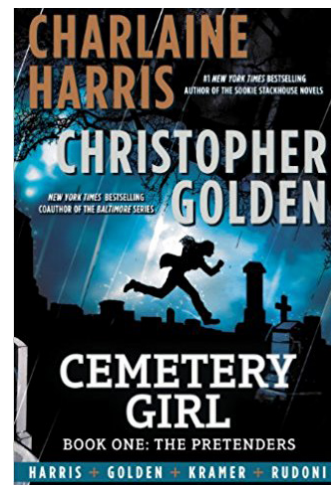
HAUNTED (#3)

“An intriguing plot, strong main character, and a good set up for the next books in the series.”

—*The Canon*

“This graphic novel was well written and has a brilliant premise. I loved the pacing and the mystery surrounding the main character, Calexa, and how she ended up in the cemetery.”

—*Compelling Reads*



Rights sold:

Brazil–Valentina (#1)

Film/TV–Allegiance***

France– J'ai Lu***

Germany– Panini***

UK– Jo Fletcher

US–InkLit***

US–Dynamite

World English Dramatic Audio–Graphic Audio

Harper Connelly Graphic Novels

Charlaine Harris' successful Harper Connelly series comes to life in this comic adaptation about a woman who can communicate with ghosts.

GRAVE SIGHT (#1)

GRAVE SURPRISE (#2)

AN ICE COLD GRAVE (#3)

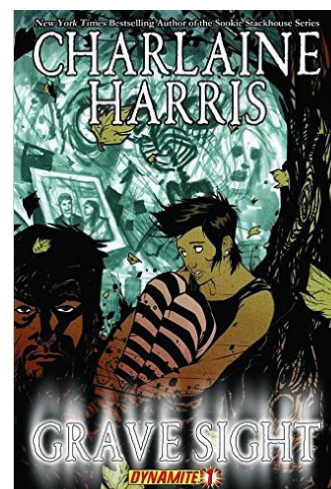
GRAVE SECRET (#4)

“Should make Harper...as popular as Sookie Stackhouse.”

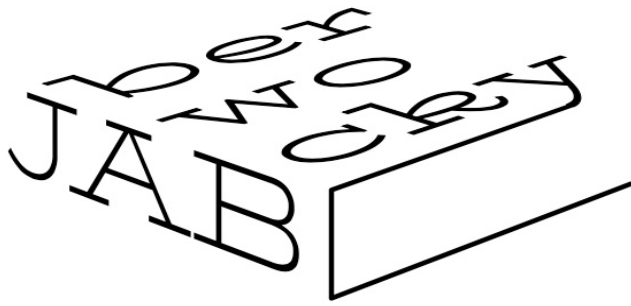
—*Publishers Weekly*

“Every series Charlaine Harris creates is utterly fantastic.”

—*Midwest Book Review*



Rights sold: World English–Dynamite



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Inc.
Est. 1994**

The World's Leading Literary Agency
for Science Fiction and Fantasy

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