Panchatantry



THE TALL TALES OF VISHNU SHARMA Panchatantra

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THE TALL TALES OF VISHNU SHARMA Panchatantral



480 The Lion



The Bull





Vishna Bandra Jack Sharma The Monkey The Jackal



Story so far

The stories of our childhood are under attack. Sinister figures from an organization known as TaleCorps now invade their worlds, leaving death and oblivion in their wake. The Panchatantra. a hook of ancient Indian fables, tceters on the edge of storybook extinction. But there is hope! The animal heroes of lore - Lion, Bull and Monkey in their modern avatars Leo, Nandy and Bandra, respectively - search for their savior, the true guardian of the Panchatantra and heir to the seer Vishou Sharma's legacy. Thing is... the current guardian has no idea the Panchatantra herocs even exist.

Vishnu Sharma, would-he hoy hero, is too busy playing in online tournaments to fight storybook wars. But when our animal beroes show up at his door, Vishnu finds it difficult to separate fact from fiction. As the Panchatantra heroes persuade Vishnu to join their cause, they're attacked by cuddly anime sociopaths and a deadly boy wizard. They are saved by a long lost tale brother, Jack — a trickster so shifty, you're not sure whether to hug him or kill him. Once they're safe, the heroes pull Vishnu inside the pages of the Panchatantra to journey to central storyworld of Katagraha. As they wander the worlds. Vishnu learns about the forgotten fables under his ancestors' protection — and the tragic fate that lies before Nandy and Leo.

But suddenly the storyworld begins to fade, and Vishnu is thrown back into the real world only to find himself prostrate before the evil Professor Shadow.

This fairytale is turning into a nightmare, and it seems that THE END is nowhere in sight....



0 THROUGH STORIES, MAN TRAPPED THE WORLD AROUND ш HIM AND BENT IT TO HIS WILL MAN KNEW STORIES WERE WHAT INSPIRED HIM, MADE HIM STRONGER, BETTER, WIGER, STORIES WERE WHAT MADE MAN REALIZE THAT THERE WAS MORE TO LIFE THAN MERE EXISTENCE. THAT THERE WAS SOMETHING TO LOOK UP TO SOMETHING TO AUM FOR. SOMEWHERE 10 GO. WHAT MAN DID NOT KNOW WAS THAT

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WHAT MAN DID NOT KNOW WAY THAT WHEN HE CREATED STORY, HIS WAS NOT THE ONLY WORLD HE WAS SHAPING, FOR MAN'S STORIES CREATED NEW WORLDS; WORLDS OF WONDER, FULL OF COLOR SOUND AND LIFE, WHERE STORIES LIVED, LOCKED IN THEIR TALE-CYCLES INTIL THE END OF TIME ITSELF.

STORIES GAVE THE WORLD

SHAPE. THEY ESTABLISHED ORDERS AND CHALLENGED THEM. SHOWED MAN THE ROAD TO THE FUTURE AND HELPED HIM UNRAVEL THE LABYRINTHS OF THE PAST.



FOR EACH CHILD THAT HEARD STORIES FROM HIS ELDERS, THE TALE-WORLDS' LINKS TO THE MORTAL WORLD GREW STRONGER, CLOSER

FOR CENTURIES, STORIES EXISTED FOR THEIR OWN SAKE-TO TEACH AND NOPIRE, TO ANUSE AND ENTERTAIN, TO CREATS SONDS BETWEEN PEOPLE AND WORLDS

UNTIL ONE DAY, TALE-WORLDERS BECAVE AWARE OF THE EXISTENCE OF THE REAL WORLD THAT BRED THEM AND FEC ON THEM.

AND AS STORIES, WITH THEIR CREATORS, TRAVELED AND BLENDED, THEY BRED NEW STORIES AND REACHED NEW CULTURES. THEY LEARNED OF OTHER STORYWORLDS AND QUESTIONED THEIR OWN UNCHANGING NATURES.

THEY LONGED TO BREAK FREE, AND STRIKE OUT ON VOYAGES OF EXPLORATION AND DISCOVERY OF THEIR OWN. But as Man Grew AND Changed, SO DID HIS STORIES.

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AS MAN GREW MORE TWISTED, AND LEARNED HOW TO USE STORIES TO CORRUPT AND DECEIVE, TO FLATTER AND SECUCE, STORIES, TOO, LEARNED MUCH-POLITICS OUTSIDE THEIR OWN SPHERES, STRATEGY, COMMERCE

... AND WAR.

Г

IN THE AGE OF INDUSTRY, EVEN AS MAN BUILT EMFIRES OF IRON AND STEAM ACROSS THE CONTINENTS, STORIES WERE SOUND TO PRINT, AND SUDDENLY BECAME SOTH WIDELY ACCESSIBLE AND MORE PERMANENT.

> KTHE REVIEWS ARE GOOD, BUT I'LL WAIT FOR THE PAPERBACK ÉCITION.?

> > THE AGE OF ENLIGHTENMENT DAWNED, AND NEW WAYE OF TELLING STORIES CHANGED THESE TALES EVEN FLICTHER.

> > > Y

-MONTE

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TECHNOLOGY HELPED STORIES TRAVEL AT THE SPEED OF LIGHT, AND SO STORIES BECAME, WITHIN THEMSELVES, ARCH PELAGOS OF TRADE AND INDUSTRY, AS THE CHARACTERS LEARNED THE MEAN NGS OF STRANGE NEW WORDS LIKE "MERCHANDISE", AND "FRANCHISE", AND "BESTGELLER", THEY BEGAN TO REALIZE THAT IT WAS TIME THEY TOOK CONTROL OF THEIR OWN LIVES.

> AND THE TINE HAD COME FOR A HERO, A MAVERICK WHO COULD SHIFT BETWEEN STORIES AS EASILY AS A CHAMELEON CHANGES COLOR, TO MAKE A NAME FOR HIMSELF. A HERO WHO KNEW HIS DESTINY WAS TO CHANGE THE STORY UNIVERSE. HIS TRUE NAME IS UNKNOWN, BUT HE HAS ANOTHER, A NAME YOU SHOULD KNOW A NAME TO LOVE AND FEAR.

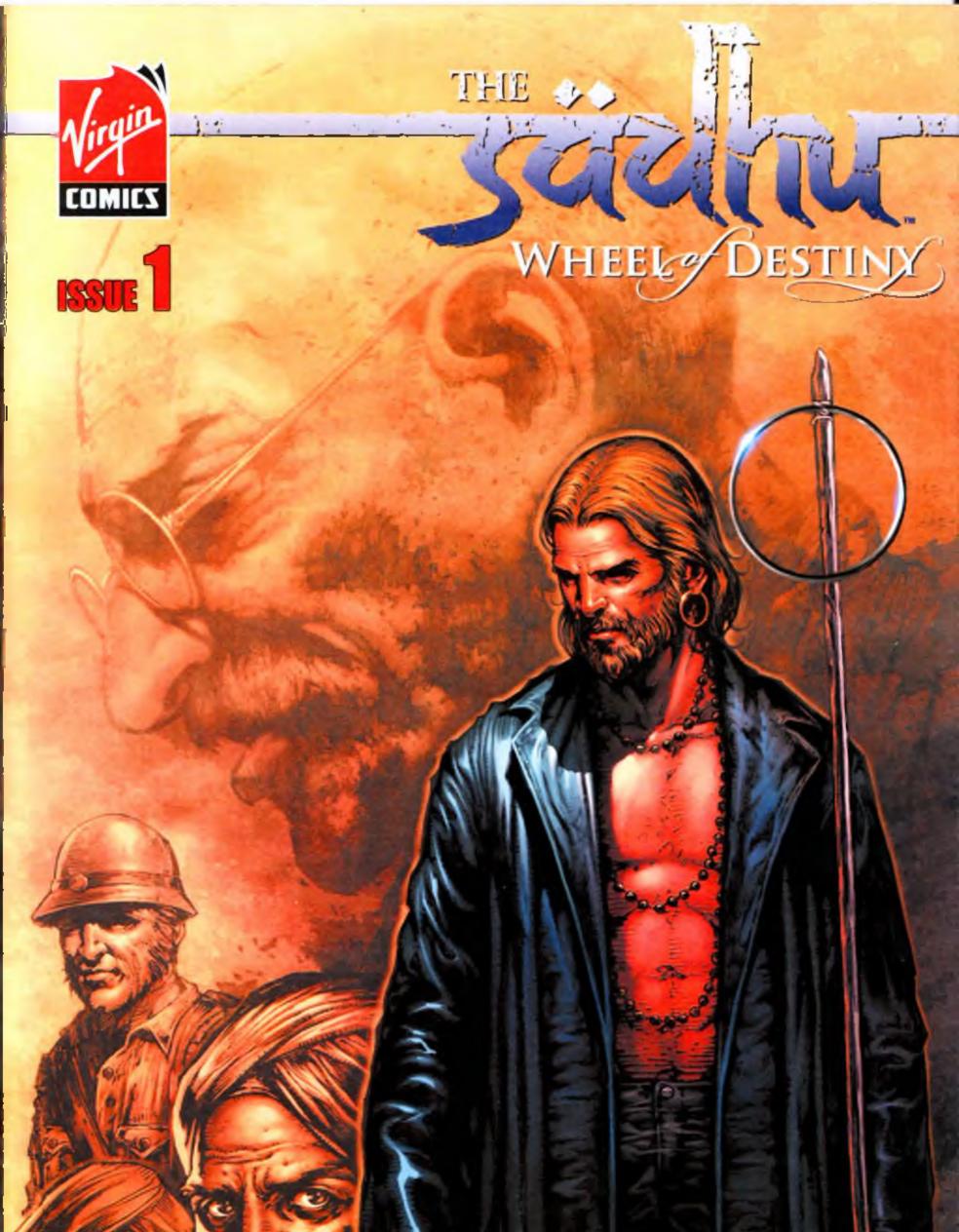
THAT CHANGED.

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THE OLD STORIES HAD WIELDED GREAT POWER, BUT HAD NEVER UNDERSTOOD HOW TO HARNESS THAT POWER FOR THEIR OWN GAIN.

THAT NAME

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ON SALE APRIL 2008

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YOU WILL NOTE, MY DEAR BOY, THAT I AM WEARING WHAT IS CALLED A MASK.

HE GHARED THIS VISION WITH THE TRUEGT FRIENDS HE MADE, AND FOUND, TO THE DELIGHT, THAT MANY LISTENED



TALECORPS TRIED TO PERSUADE THE OLDEST OF STORIES -- MYTHS AND LEGENDS, FOLK AND FAIRY TALES -- TO JOIN THEM IN THEIR GUEST FOR A WORLD WHERE STORIES AND MAN STOOD S.DE BY SIDE.

> THE INCLUSION OF MYTHICAL ARCHETYPES AND CHARACTERS FAMILIAR TO MANKING FOR MILLENNIA WOULD GIVE TALECORPS UNINAG NABLE POWER

MANY OLD STORIES WERE DELIGHTED TO JOIN TALECORPS. ANCIENT HEROES, HUNGRY FOR THE ATTENTION DEN ED THEM FOR CENTURIES BY THE INVASION OF NEWER, YOUNGER CHARACTERS, WERE OFTEN WILLING TO SHED THEIR OUTDATED GARB AND CUSTOMS, RE NVENT THEMSELVES AND EMBRACE THE FUTURE VIA INSATIABLE AUDIENCES. THE OCCASIONAL TWINGE OF GELF-DOUBT WAS A SMALL PRICE TO PAY FOR WORLDWIDE FAVE.

COMPANY POLICY FOR SUCH CASES WAS VERY CLEAR: STORIES THAT WOULD NOT ADAPT COULD NOT BE PERMITTED TO SURVIVE.

> "IN OTHER WORDS, TALECORPS GOT STRONG, AND THEN WENT AROUND KILLING THE WEAKER STORIES."

ADMIRABLY SUMMARIZED, VIGHNU. NOW, TO BUGINESS AND A MODE OF PRESENTATION WITH WHICH EVEN YOUR ATTENTION-DEFICIT MIND WILL BE FAMILIAR.

BUT IT'S NOT ALWAYS EAGY FOR OLD TALES TO LEARN NEW TRICKS. WHEREVER THE TALECORPS EMPIRE WENT, THERE WERE ALWAYS A FEW OUTLATED STORIES STANDING IN THEIR WAY-REFUGING, IRRATIONALLY, TO SUBMIT PEACEFULLY, STRUGGLING TO RETAIN THEIR HOLD OVER THEIR PEOPLE, UNWILLING TO EVEN LISTEN TO TALECORPS' PROPOSALS. "Encoded into the stories of the divine Pantheon of India are some of the most primal stories ever told. They chronicle our greatest aspirations, our darkest fears, and our collective experience as a species." —DEEPAK CHOPRA



DEEPAK CHOPRA PRESENTS TRATT

"TRUE MYTHIC WONDER... 5 OUT OF 5 STARS." -Comiccritique.com

"A THOUGHTFUL APPROACH TO SUBJECTS RARELY BROACHED IN COMICS."

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"A BEAUTIFULLY ILLUSTRATED GRAPHIC NOVEL... A MUST READ AND A COLLECTOR'S ITEM."

- Desicritics.com



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CONSIDER, FOR EXAMPLE THE GEOREE OF THE PAN HATCHTO MENT HAT HAT HAT HAD FOR DEATE: TO THEM & DOINT HE ABOUT SIPTE WART ON THEORY WE BY THEIR VERY MANY UNIVERSITY THREW AND VERY WARDER UND THE TALECORPS. SOME OF THE LONGEST-LASTING CHARACTERS, LIKE THE PABLES THEMSELVES, ARE WELL-TRAVELEC, AND HAVE APPEARED IN VARIOUS FORMS ALL AROUND THE GLOBE IN MANY GUIGES. THE TALES THEMSELVES ARE IMMERSED IN VIOUENCE, AND RENDER THE CHARACTERS QUITE ADEPT AT COMBAT THERE'S SOMETHING I DON'T GET. EVEN IF YOU DO KILL THEM ALL, IT'S NOT LIKE THE PANCHATANTRA WILL DISAPPEAR. OBSERVE, IF YOU WILL. WITKOUT CHARACTERS, THERE IS NO STORY NO STORY, NO AUDIENCE. NO AUDIENCE, AND OVER TIME, NO BOOKS, REMEMBER, YOU ARE APPLYING A TIME FRAME OF HUMAN LIFETIMES-OUR CHRONOLOGY EXISTS IN CENTURIES. THE SILVERFIGH AGENTS ARE PROLD TO CARRY OUT THIS PROCESS FOR THE SAKE OF THE GREATER GOOD, FOR BETTER STORIES, AND BETTER STORYWORLDS.

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WE PERFORM VARIOUS OTHER OPERATIONS-OBSOLETE STORY ESSENCE EXTRACTION FOR RESEARCH AND DEVELOPMENT...

 ${}^{\bullet}$

WEREN'T EXPECTING US, WERE YOU?

NOBODY DOES.

ROOM

THE TERMINATION OF STORIEG IS NOT AG NEBULOUG A PROCESS AG YOU MIGHT ASSUME. STORIEG DIE NATURALLY WHEN THEY ARE FORGOTTEN, OR WHEN THEY ARE PHYSICALLY MILLED BY CHARACTERS FROM OTHER STORIEG, THUS BREAKING THE STORY CYCLE.



THE GILVERFISH SYMBOL IS THE LAST WORD IN QUALITY CONTROL IN THE STORY UNVERSE. WE TRACK DOWN AND EL'MINATE POTENTIAL OPPOSITION TO TALECORPS.

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PROM THE CREATOR OF EURYTHMICS ...

"A GHOULISHLY GOOD TIME." -THE NEW YORK POST-MORTEM

AY

"LEAVE IT TO THE UNDEAD TO BRING LIFE BACK TO BROADWAY."

-THE NETHERWORLD REPORTER











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Buddha A Story of Enlightenment

For me, as someone who trained as a medical doctor and practiced medicine for years, I see Buddha as the first physician in history. Why? Because when a physician sees a patient, he goes through four processes.

First, he makes a diagnosis of an illness.

Second, he looks for the cause of the illness (in medical parlance, it's called etiology).

Third, he determines the prognosis.

And finally, he prescribes a treatment.

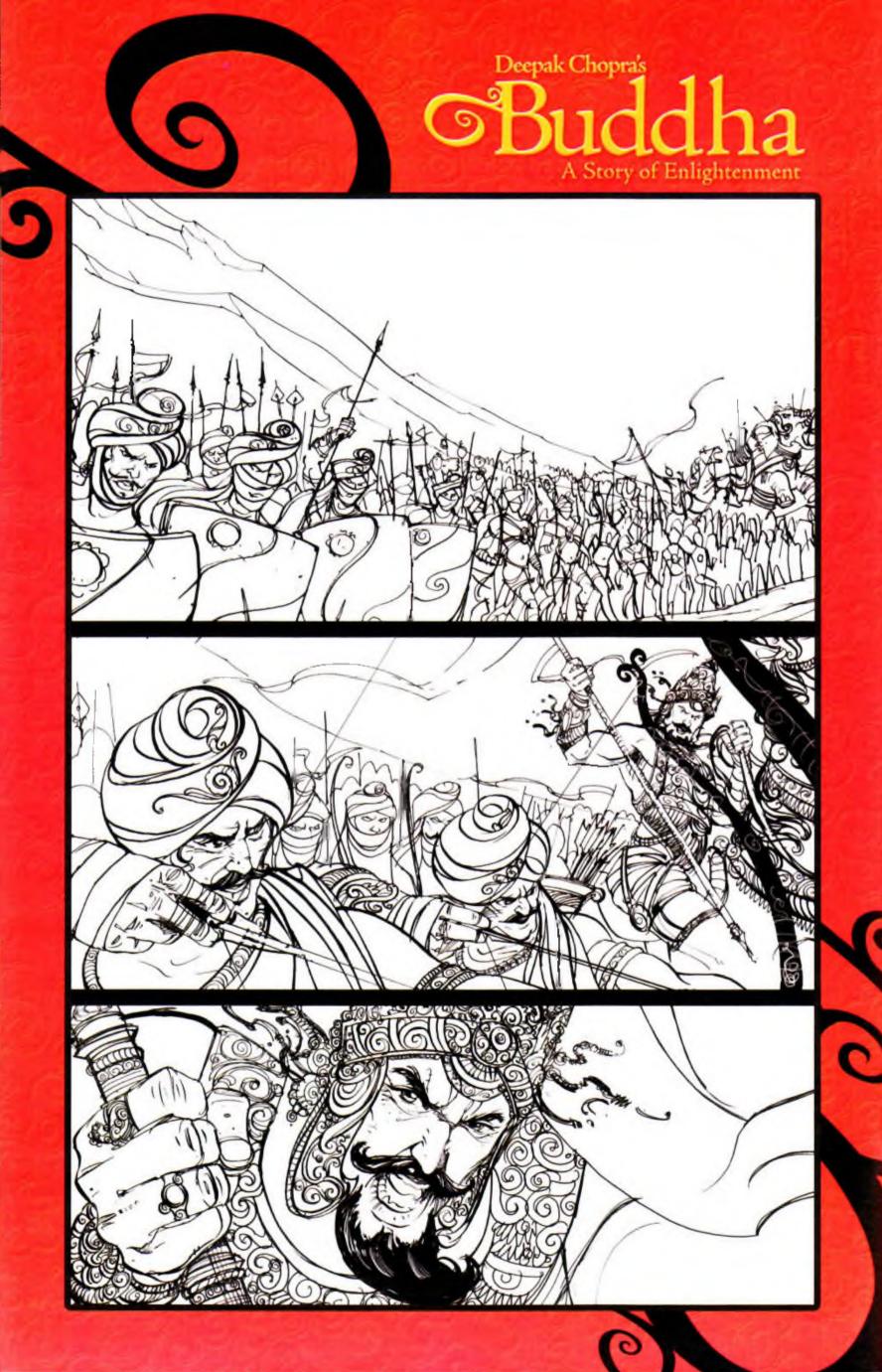
Buddhas diagnosis was that human existence entailed suffering.

The cause, he deduced, was not knowing who we are, being afraid of impermanence, grasping and clinging to that which is ephemeral, and the fear of death. He reasoned that the prognosis is good if the treatment is enlightenment. For enlightenment gives us the experience of our real identity. The following stories are about the young Prince Gautama before he became the Buddha. Gautama did not look to outside authority nor did he mention God. His transformation was experiential and his story is not only unique, but also full of drama, suspense, and intrigue.

The word Buddha means to be awake. If we are to solve our own existential unhappiness and its consequences, such as violence, war and terrorism, social injustice, extreme economic disparities, and ecological devastation, then our collective humanity has to wake up.

I hope you enjoy this story and it inspires you to wake up.

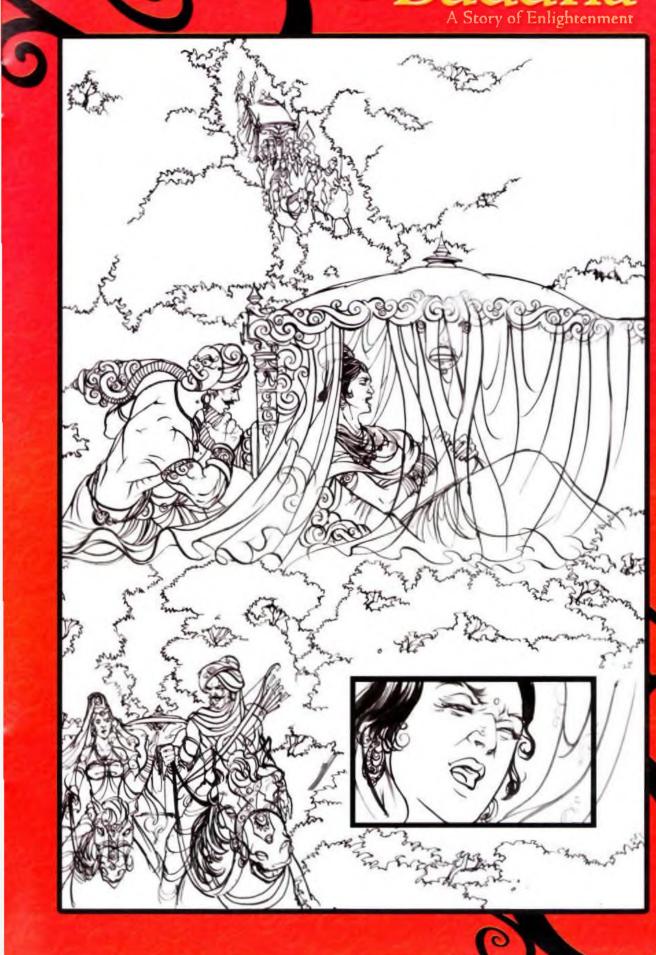
Deepak Chopra Virgin Comics March 2008

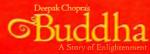


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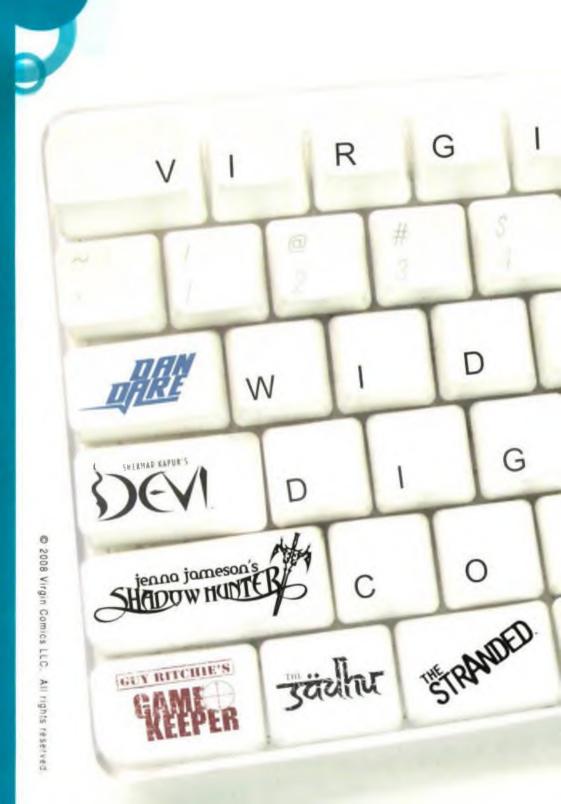
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