



**Script** 

2 1

SAURAV MOHAPATRA

Art

R. MANIKANDAN

Color

S. M. BHASKAR

Letters

RAVIKIRAN B.S. RAKESH B. MAHADIK

Cover Art

**IEFFREY SPOKES** 

Project Manager

S.P. KARTHIKEYAN

**Assistant Editor** 

MAHESH KAMATH

RON MARZ

## **VIRGIN COMICS**

Chief Executive Officer and Publisher SHARAD DEVARAJAN

Chief Creative Officer and Editor-in-Chief GOTHAM CHOPRA

President & Studio Chief SURESH SEETHARAMAN

Chief Marketing Officer LARRY LIEBERMAN

SRVP Studio
JEEVAN KANG

Head of Operations
ALAGAPPAN KANNAN

Director of Development MACKENZIE CADENHEAD

Chief Visionaries
DEEPAK CHOPRA, SHEKHAR KAPUR,
SIR RICHARD BRANSON

Special Thanks to Frances Farrow, Dan Porter, Christopher Linen, Peter Feldman, Raju Puthukarai and Mallika Chopra

THE SADHU THE SILENT ONES #2, SEPTEMBER 2007 published by VIRGIN COMICS L.L.C. OFFICE OF PUBLICATION: 594 Broadway. New York, NY 10012. Copyright @2006, Virgin Comics L.L.C. All Rights Reserved. The characters included in this issue, THE SADHU, and the distinctive likenesses thereof are properties of Virgin Comics L.L.C. No similarity between any of the names, characters, persons, and/or institutions in this magazine with those of any living or dead person or institution is intended, and any such similarity which may exist is purely coincidental. Printed in Canada

For advertising, licensing and sales info please contact: info@virgincomics.com or (212) 584-4040. www.virgincomics.com

# PREVIOUSLY...

James Jensen came to 19th-century India as a soldier in Her Majesty's Army. Marked as a traitor by his cruel commanding officer, Col. Townsend, for defending the indigenous population, Jensen's family was massacred before his eyes. Hunted as a deserter after escaping imprisonment, James found refuge with the enigmatic Dadathakur, who initiated him into the ways of the Sadhu, mystic warriors of legend. Spurred by vengeance, James killed Townsend in a climactic battle.

His spiritual quest unfinished, James drifted through life without sense of purpose or ambition. But at the Kumbh Mela, the greatest gathering of mystics known to man, James encountered the evil cult of the Silent Ones, led by their Grand Mistress. She revealed to James that his son Jack was still alive, and was now her prisoner. As the Grand Mistress prepared to trap James in her thrall, the Sadhu was mysteriously whisked away to Limbo, where he was greeted by a mysterious stranger named Trishanku.







HIDE IN WHATEVER
HOLE YOU'VE PICKED THIS
TIME, AND HIDE DEEP. YOU'VE
MEDDLED IN MY AFFAIRS
FOR THE FINAL TIME.

COUNT YOUR
DAYS, COWARD, FOR
SOON I SHALL PLUCK
OUT YOUR HEART FEED
IT TO YOU WITH MY
OWN HANDS.





















































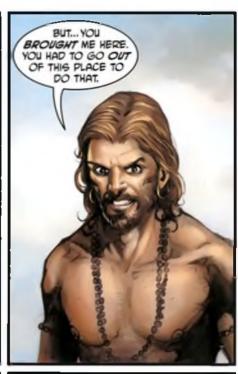












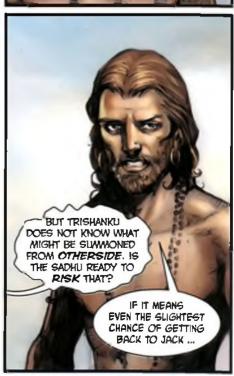


















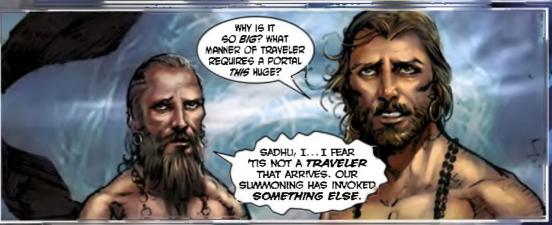




























































## NSDE VIRGIN COM CS

Is it September already? Is the summer already gone? Wow—that was fast. Here at Virgin Comics, we've had a summer full of excitement, celebrating our one-year anniversary, finding new partners to play and create with, and building out our business so we have stuff to celebrate at our two-year anniversary and beyond.

Along the way, we've also been asking the oh-so-existential question: "who are we?"
You see, it's not just our own corporate adolescence we are dealing with, it's also the fact that, you, our audience, and even some of our partners, are asking that question in an effort to figure us out. We get that our projects aren't exactly classifiable into one overarching category. We generate stories that stem from great Asian mythos (Ramayan 3392 AD, Devi) and then tap into the creative minds of some of the coolest filmmakers and creators on the planet (Guy Ritchie's Gamekeeper, Dave Stewart's Walk In), churning out a fusion of eastern, western, and admittedly bizarre elements of storytelling. See, we're obsessed with funky stories and funky creative partners and resist anything that puts us in a box. So as we continue down this path of self-discovery, we search for more ways to expand our creative horizons to further perplex, inspire and excite our audiences, our partners and ourselves.

In that spirit, we've partnered with Studio 18, one of India's premiere film and television studios to create a line of graphic novels, as well as animation, games, and movies that cater to the teen horror genre. We thought it would be fitting to expand on our crazy fictional fantasies and delve into the wildly horrific, dark and twisted world of thrillers. For centuries India has enchanted the world with its entrancing and spiritually-minded stories, so it's about time we turned up the freak factor.

Eat the Dead, included in the following pages as a sneak peek, is the first from our India Horror imprint, the premiere of our truly "graphic" graphic novels. It's a story about what lurks in the shadows of our pasts, what happens when our karmic duties defy the laws of "humane" nature, and the dark deeds one must do to rectify their wrongs. And then, there's also one crazy looking beast of a woman who's not interested in playing nice. I won't tell you more, because it's wrong to ruin a great story, but I can say that this comic is a true testament to what we represent here at Virgin Comics...



# THE DEAD











