



WRITER **RYAN CADY** @RYCADY

ARTIST **ANDREA MUTTI** @ANDREAMUTTI9

COLORIST K. MICHAEL RUSSELL @KMICHAELRUSSELL

LETTERER TROY PETERI ( OF A LARGER WORLD ) @A\_LARGER\_WORLD

> STORY EDITOR ALEX LU **@WAXENWINGS**

**COVER ART NICK ROBLES** @ARTOFNICKROBLES

EDITOR IN CHIEF MATT HAWKINS @TOPCOWMATT



shop nearest you, call: 1-888-COMICBOOK

Want more info? Check out: www.topcow.com for news & exclusive Top Cow merchandise!



Robert Kirman—Chief Operating Officer Erik Larsen—Chief Financial Officer Todd McFarlane—President Marc Silvestri—Chief Executive Officer Jim Valentino—Vice President

The Extended Technology of Tec Chris He Jeff Stang—Director o Kat Salazar—Director o Gill—Art Director

**IMAGECOMICS.COM** 



### For Top Cow Productions, Inc.

For Top Cow Productions, Inc. Marc Silvestri - CEO Matt Hawkins - President & COO Elena Salcedo - Vice President of Operations Vincent Valentine - Lead Production Artist Henry Barajas - Director of Operations Dylan Gray - Marketing Director

INFINITE DARK #5. April 2019. Published by Image Comics, Inc. Office of publication: 2701 NW Vaughn St., Suite 780, Portland, OR 97210. Copyright © 2019 Ryan Cady and Top Cow Productions, Inc. All rights reserved. "Infinite Dark," its logos, and the likenesses of all characters herein are trademarks of Top Cow Productions Inc., unless otherwise noted. "Image" and the Image Comics, Inc. No part of this publication may be reproduced or transmitthed, in any form or by any means (except for short excerpts for journalistic or review purposes), without the express written permission of Ryan Cady and Top Cow Productions Inc., or Image Comics, Inc. All names, characters, events, and locales in this publication are entirely fictional. Any resemblance to actual persons (ilving or dead), events, or places, without satiric intent, is coincidental. Printed in the USA. For information regarding the CPSIA on this printed material call: 203-595-3636.



## IN THE LAST VOLUME OF INFINITE DARK...

When a rapid entropic decay consumed the entire universe, a few thousand human beings managed to survive on board the Orpheus, a space station protected from the nothingness outside. After two quiet years in the Void, the Orpheus was almost destroyed by a group of insane saboteurs and murderers who claimed to be infected by an otherworldly Entity.



A daring plan was executed to salvage the station and the Entity Itself was supposedly destroyed.

But in the weeks since the Orpheus' narrow escape, life has been far from peaceful...





### THE CREW OF THE ORPHEUS

#### **DEVA KARRELL**

Security Director of the Orpheus. Deva was exposed to raw entropy while investigating the station's first murder, and she encountered the Entity. She investigated a conspiracy and spurred the Board of Directors to protect the station, confronting the Entity directly as the Orpheus collapsed around her.



#### KIRIN TAL-SHI

A "technolinguist," and one of the two original servants of the Entity. Kirin believed that the Entity survived the natural order, and they attempted to remove the Orpheus' protective pseudoreality field, but were apprehended by Sebastian.



#### LYNN TENANT

Project Manager for the Orpheus, and Chairperson of its Board of Directors. Lynn often clashed with Deva, and like many, never believed in the Entity's existence. But ultimately, her willingness to trust her Security Director allowed her to help save the entire station.



#### SEBASTIAN

Security technician and Deva's right-hand man. Sebastian does not believe in the Entity, but always stood by Deva no matter what. His steadfast determination can occasionally lead to anger and stubbornness.



#### SM1TH

An artificial intelligence created to manage the Orpheus' many varied and complicated computer systems. Hyper-advanced, ubiquitous, and a little snooty, the posh Al seems programmed with a fierce and innate dedication to the human spirit and its potential.

#### DR. IKE CHALOS

A psychiatrist and former Medical Director for the Orpheus, Ike was murdered as the Orpheus began to collapse. His murderers—the so-called Void Exposure Patients—were supposedly manipulated by the Entity as a part of Kirin Tal-Shi's conspiracy.



#### THE ENTITY

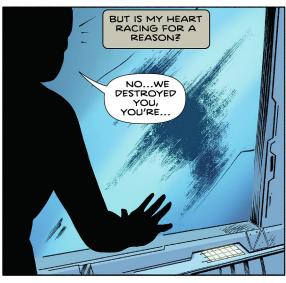
While most of the Orpheus' populace still do not know of or believe in this monster from beyond, its influence nearly caused their demise. Calling Itself "Entropy's Hand," the Entity was a cosmic scavenger determined to feed on the universal scraps left over from heat death. The Entropy was destroyed as a byproduct of Deva's plan to save the Orpheus.













































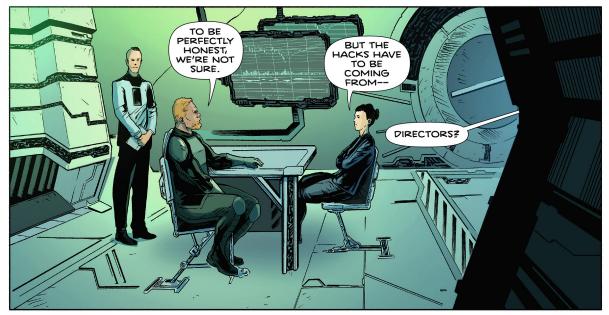






























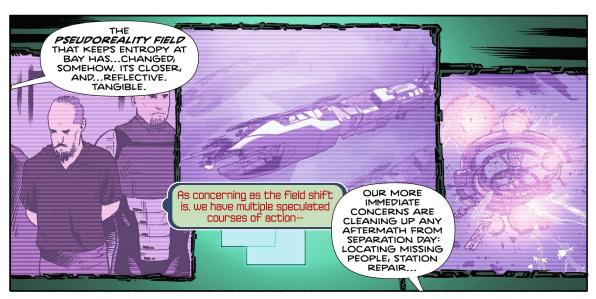




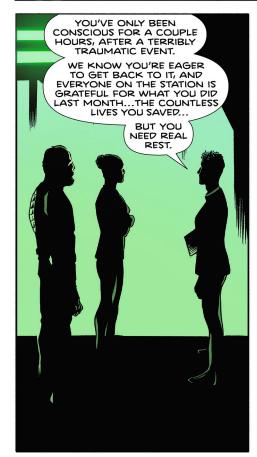




















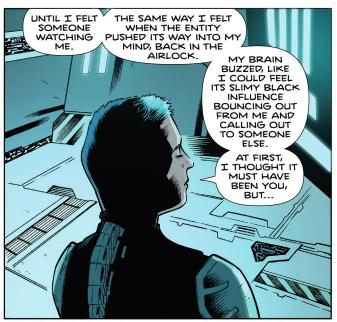




















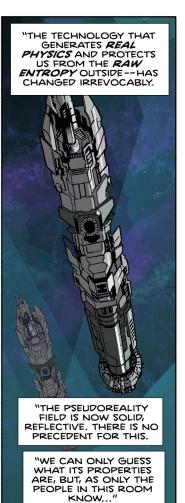






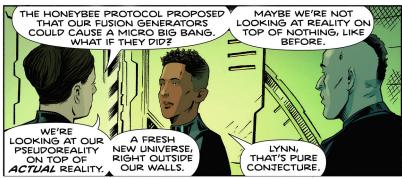










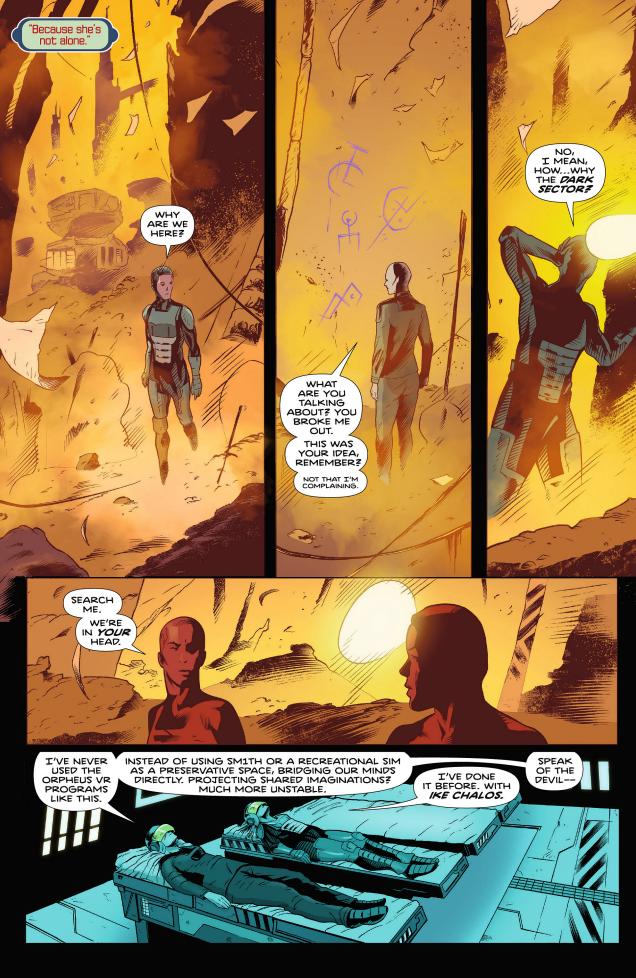










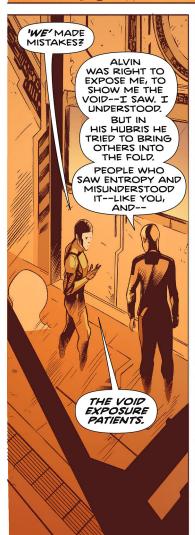






DEATH.

WE MADE MISTAKES, DEVA--AND THE WHOLE STATION IS PAYING FOR IT.

























































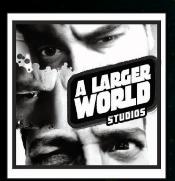
RYANCADY is a writer of comics and horror fiction based in Southern California. A graduate of the DC Comics Talent Development Workshop, he has written for such properties as WARFRAME, THE MAGDALENA and *The Punisher*, as well as a number of original short stories and creator-owned features. To this day, his early reviews of terrible fast food products for the OC Weekly remain his greatest creative triumph.



ANDREA MUTTI is an Italian artist who has worked in the comic book world for 25 years. He studied at the Comics School in Brescia and has worked with such US publishers as Marvel, DC, Dark Horse, Vertigo, IDW, BOOM! Studios, Dynamite, Stela, Adaptive and many more European publishers like Glenat, Casterman, Soleil, Dargaud and Titan. He lives in Italy and you can learn more about his career at his website www.andrearedmutti.com.



K. MICHAEL RUSSELL has been working as a comic book color artist since 2011. His credits include Image series GLITTERBOMB with WAYWARD & Thunderbolts writer Jim Zub, HACK/SLASH, Judge Dredd and the Eisner and Harvey-nominated In the Dark: A Horror Anthology. He launched an online comic book coloring course in 2014 at ColoringComics.com and maintains a YouTube channel dedicated to coloring tutorials. He lives on the coast in Long Beach, Mississippi, with his wife of sixteen years, Tina. They have two cats. One is a jerk. @kmichaelrussell



TROYPETER, Dave Lanphear and Joshua Cozine are collectively known as A Larger World Studios. They've lettered everything from *The Avengers, Iron Man, Wolverine, Amazing Spider-Man* and *X-Men* to more recent titles such as WITCHBLADE, CYBERFORCE, and *Batman/Wonder Woman: The Brave & The Bold*. They can be reached at studio@alargerworld.com for your lettering and design needs. (Hooray, commerce!)

# DISPATCHES FROM THE VOID

Wow. Issue five. This is a little surreal, I'll be honest.

When I first pitched INFINITE DARK around (under the title No Stars), I envisioned a four-or five-issue miniseries with the same sort of cool-but-niche appeal of GOD HATES ASTRONAUTS or *Empty Zone*. That pitch talked a lot about heat death, and the end of the universe, and the perils of survivor's guilt—all of which are pretty clearly represented in the first four issues of this series. But more importantly, that pitch demanded a character-driven story, a bleak and scary saga following a bunch of individuals trapped at the end of time, and while that's obviously a core element to every part of INFINITE DARK, there was only so much space and time that first story arc could dedicate to each character.

...that first pitch also suggested that the series should have a hard ending with no room for multiple story arcs, and I was very clear on what that ending would be:

It turns out that the mysterious shadow that's been influencing [Kirin], [Alvin], and the others to destroy the station has a pretty firm agenda and a far from simple perspective. The Shadow ([Entity]) is the universe's creator...like God, basically, and now it's trying to clean up reality and start over, but the station's reality field doesn't allow that.

But after all the horror and sabotage is overcome in a triumph of the human spirit, we have the universe's final showdown—God vs. Man. As Deva uses the station's fusion cannon to obliterate the Shadow, the station soars forward into the storm of Its death throes...and into a new Big Bang.

Obviously a bit different—the Entity destroyed in last issue pretty clearly isn't a creator being, God or otherwise—and what we delivered was far from a hard ending…because we were hoping to continue the story.



There was more, see? Because from the beginning, every version of INFINITE DARK was full of emotion, examining the psychological consequences of outliving the entire universe, the fear of facing down the end of all things, etc. But there was little room last volume to do what—hopefully—this new story arc sets out to accomplish. To explore the friction and pain and conflict at play in the hearts of these survivors, and more importantly, to give them a chance at forging a new life for themselves. Can they cooperate? Can they trust each other? Can they work together to save themselves?

God...can any of us?

I'd like to think so, and that's what we'll be exploring throughout this arc. Not just how Deva, Kirin, and the crew can fight the horrors from outside, but the horrors within themselves. So please, stick around—just because we killed the big bad monster last issue doesn't mean we're even close to finished with traumatizing you, dear reader.

But if you'll step on board with us, I can promise that there'll be a reason for all that bleakness, that horror, and if we're lucky, we might charge through, past the ending and the shadow, to find a bit of light.

Ryan Cady March 2019

P.S. We currently have several academic/memoir style pieces in the works for our Dispatches from the Void segments—and I'm really excited for them! But I'd like to use this space for fanmail and fanart as well. So if you'd like to have a letter or doodle acknowledged here, shoot it over to fanmail@topcow.com, and mark "okay to print."

Thanks for reading!



I was over the moon when we got the amazing Nick Robles to handle our covers for these next four issues. Back in December 2018, after an incredibly pleasant and agreeable couple of professional negotiations, Nick was in! Not long after he agreed to the cover gig, I sent Nick a veeeeerrrry rough—and probably quite rambly—breakdown of how the plot for this volume went. Then maybe a day later he passed on these incredible layouts for suggested covers.



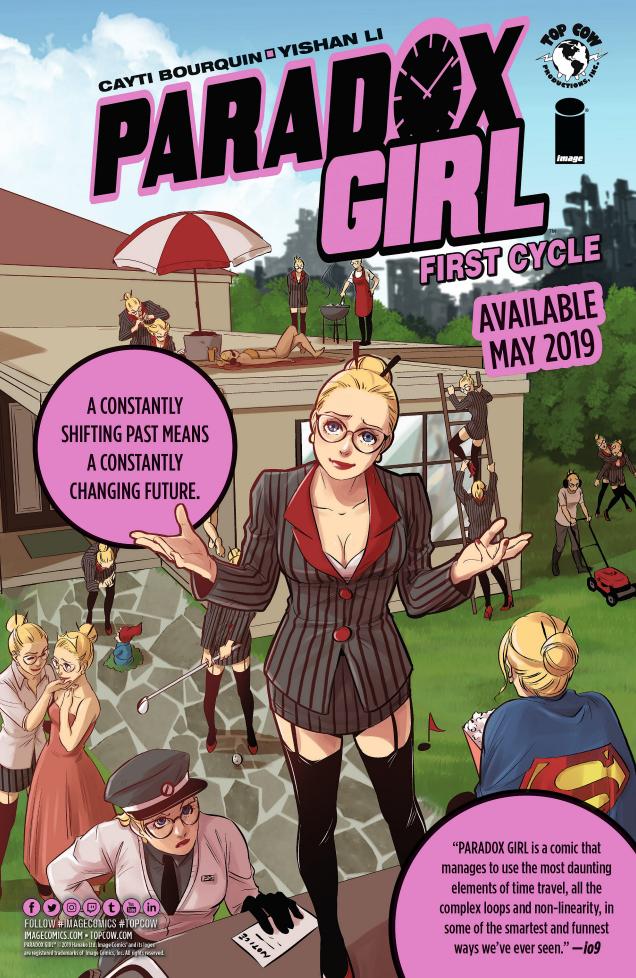
Issue 8 cover thumbnails

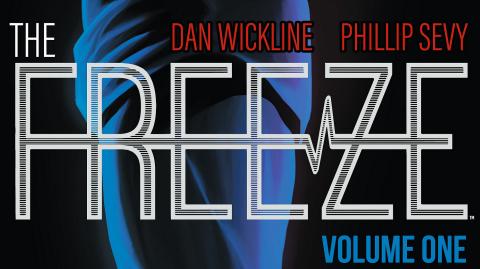
We had a surprisingly long back and forth—me, Nick, Andrea, Alex Lu, and everybody at Top Cow—but ultimately settled on the cover of this issue. It was clear that we wanted to emphasize how we were bringing the virtual reality elements from issues #1 and 2 back into the forefront, and I personally really wanted the readers to know that the Entity was gone but NOT forgotten.

And then this beautiful, final, finished product arrived. My god! It was surreal, beautiful, ominous, and a little Renaissance classical? I knew Nick was brilliant, but when I saw this finished beauty, I knew we were onto something special, incorporating him onto our team.



Issue 7 cover preview









"THE FREEZE promises a horrifying new apocalypse you do not want to give the cold shoulder."

-AiPT!

"In a world where dozens of new titles debut every week, FREEZE manages to feature one of the most original plots you find on the shelves."

-COMICBOOK.COM

"THE FREEZE is a terrific high concept that has quickly become full of possibilities."

-HORROR TALK

**AVAILABLE MAY 2019** 

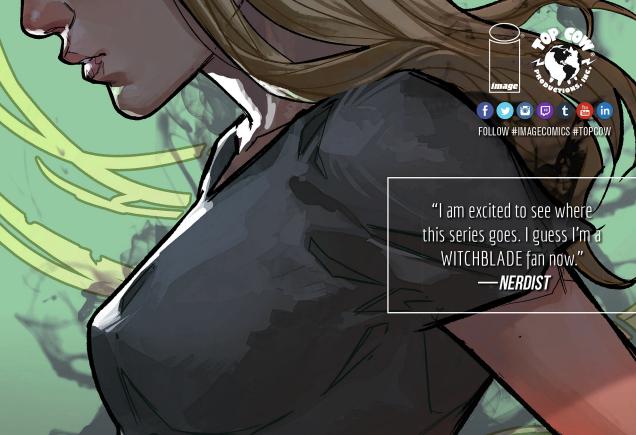












A new chapter from writer CAITLIN KITTREDGE (Coffin Hill) and artist ROBERTA INGRANATA

## **VOLUME 2, AVAILABLE APRIL 2019**

"Buy! Does an excellent job creating a story that is intriguing and allows readers to ease into the legend of the Witchblade... the future is bright for the franchise." ROGUES PORTAL

"There's enough of the original mythos present that longtime readers can find their way around, but this new beginning is also accessible... this is exactly what the series needed to move forward."

COMICON.COM



"Sharp, powerful and cutting urban fantasy."

MONKEYS FIGHTING ROBOTS

"Every panel has a sense of urgency to its composition and the splash of bright colors is restrained until a bloody explosion is shown with a vibrancy for emphasis. It's a very post-lessica lones comic, but the juxtaposition of the trauma-centric themes with the urban fantasy setting make this a comic with a lot of potential."

-NEWSARAMA

"They have captured and injected a world of emotion into these pages, bringing this property out of the '90s and into the modern times."

-comicosity

"Ingranata and Valenza's art is stellar. They've set this story in a very realistic New York City, that's also the setting of a horror movie. The deep shadows, the strange angles, all contribute to a story that's more ghost story than the supernatural superhero of the previous volume of WITCHBLADE."

-comicbuzz