

Call for Submissions

AGE OF SAVAGERY: MYSTICS AND MONSTERS is the working title for the follow up to 2018's [Age of Savagery](#) based on an original concept by David Powell. This second volume will be released in Spring 2020 through Deadstar Publishing.

The first book was 80 pages of full colour sequential art and illustrated prose featuring work from 22 creators – many of whom saw their work published for the first time. Their collaboration brought the first volume to fruition and in doing so set the stage for the world of Genodd and its inhabitants. This will be similar: a full colour graphic anthology of 80-120 pages exploring new themes within that existing world.



Age of Savagery cover spread

Part of our intention behind creating this anthology is to help new creators to start their careers with a credit in a professionally edited and published graphic novel. We know that it can be difficult for artists and writers to get noticed before they build up their portfolio and back catalogue of credits – and it can be expensive too. Making a single issue of a comic can take several months, writing a novel or illustrating a complete graphic novel can take even longer. There's also the cost element: without a publisher backing them, printing copies of their work can easily run into hundreds of pounds of investment before they sell a single copy. We want to promote new talent and enable them to get their foot in the door without quite that level of time or cost involved.

Deadstar Publishing already attends conventions to sell our titles, markets to shops, and have built an audience over the past decade. We fund our print runs and new titles through sales of existing books, comics and graphic novels so getting involved will cost you nothing – indeed it could open you up to a lot of cross promotion from fellow creators with your work being showcased at expos across the UK. We're now looking for artists and writers with vision to share the load and collectively

build upon the success of the first volume of Age of Savagery by expanding the world of Genodd while delving further into its dusky and forgotten corners.

Background

In the first volume of Age of Savagery the world of Genodd (Gen-oth) was outlined and began to be fleshed out. It is a barbaric world where the tribes and clans of man war amongst each other. Magic has faded almost entirely away while the Eldar races and most of the larger monsters have left the world, becoming little more than legend.

To avoid repeating ourselves, we recommend you look over the [submission call for the first volume](#) as well as the [final piece](#) (if you don't already own a copy you can use the code AoSresearch for a 75% discount on the ebook via www.deadstarpublishing.co.uk) for an overview of the world so far.

For Age of Savagery: Mystics and Monsters we want to focus on two themes – secret societies and creatures of legend. Every society has their own secret groups working behind the scenes and the world of Genodd – fractured and thrown into a dark age – is no different. There are groups out there that try to preserve knowledge lost when the old empires fell, men and women who carry secrets through the ages, those that seek to maintain reason and prevent culture from falling further into superstition. We encountered a few examples of these in the first book, from the wandering healer, Desta, in *Medicine Woman* known as a witch or she-devil for her uncanny knowledge... to the unnamed wanderer in *Wonders and Visions* who travelled the lands looking for the extraordinary while exposing charlatans.

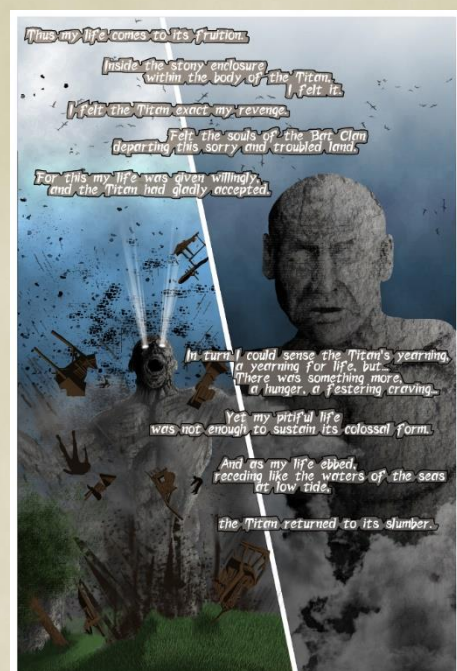
We want to know more about these secret groups – who they are, what their goals are, what knowledge they profess to have gained, or retained from past ages.

The other strand we want to focus on in this volume is to examine the last remaining monsters of legend. In *People of the Monolith* we came close to this with a great, almost unseen, flying creature. Monsters that once roamed the lands of Genodd have largely been hunted to extinction: it is unlikely that dragons or giants or krakens remain... but if one does then it is likely the last of its kind and the toughest of the tough. They might not appear in the story directly – perhaps it is merely their perceived existence that forms the backbone of the story.

Clans and Monuments

The clans and Monuments of Genodd are some of its key defining features. In the first volume we saw the Monuments used to fantastic effect either as set pieces against which the stories occurred or as direct plot elements within stories like *Titan* or *People of the Monolith*. It would be good to continue this trend of including and incorporating Monuments – ancient statues of unknown purpose and origin – within the stories in this new volume.

There are four major tribes that have been explored so far within the world of Genodd: Snake, Frog, Bat, and Rhino. Descriptions of each are better covered in the submissions call for the original book, and the book itself. We were surprised at how many contributors saw the Snake clan as villains. We'd intended for all of the clans to be roughly equal in power and savagery. Instead, we have found a landscape where the Snake Clan are expanding – but being



thwarted by ancient practices of the Bat Clan, the lands once controlled by Rhino Clan are ceding away from them and the clan is struggling to hold together, while the Frog Clan are slowly starting to open up to outsiders. While we'd like to maintain this overall status quo it would be interesting to see narratives that portray other clans as heroes and villains in contrast to the first book.

What We Want

Prose short stories of around 500-1600 words.

- We're looking for narrative as a focus rather than world building. Let the world building come as a by-product of good storytelling.

Comic shorts of between 2 and 10 pages. Full colour is strongly preferred. Space should be set aside on the opening page for credits and title.

- For examples on how to add title/credits look at the first volume, or titles like 2000AD.
- Stories should be complete and self-contained. If you want to continue a story from the first volume, the new story should still make sense if the reader doesn't have that prior knowledge.
- Minimum of 300DPI. We can work with higher.
- Files should be unflattened .tiffs where possible and sent as individual pages, not one combined file. For large uploads we recommend mailbigfile.com
- When lettering, please use standard computer fonts – including those available from Comicraft. Hand-lettered strips make editing and more difficult and can impact on readability.
- Pages should be prepared at 183mm by 272mm, which includes a 3mm bleed on all four edges. The live area is 177mm by 266mm. We recommend any panel borders, text and sound fx be within the central 171mm by 260mm unless intended to run off the page.
- A page template with technical details is available from the [Resources section of the Deadstar Publishing website](#).

Spot illustrations or full page art based off the stories or inspired by the synopsis.

- To be used to flesh out the book, give visual emphasis to certain parts, or to spotlight parts of the world.

Ideas and concepts are being accepted immediately via ageofsavagery@deadstarpublishing.co.uk
This email address is monitored by David Powell and the Deadstar Publishing team. Deadstar Publishing's contract will be with David Powell directly, with contributors working in hand with David Powell.

The anticipated timeline for the project is that pitches will be required by June 30th 2019. Once approved, finished pieces must be received by October 31th 2019. Work received before this will be prioritised for the editing process. Edits will be conducted from August 2019. It is anticipated that the project will go to print in Spring 2020.

All contributors whose work is featured in the final book will be granted two complementary copies of the book on completion and will have access to purchase the book from Deadstar Publishing at a highly discounted rate for resale purposes.

