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CANADA

ELFQUEST

the REBELS

OUTREASUR
QUEST
7



BY
HARKINS
BARRAL &
BARNETT

P.B. 13

the **REBELS**™

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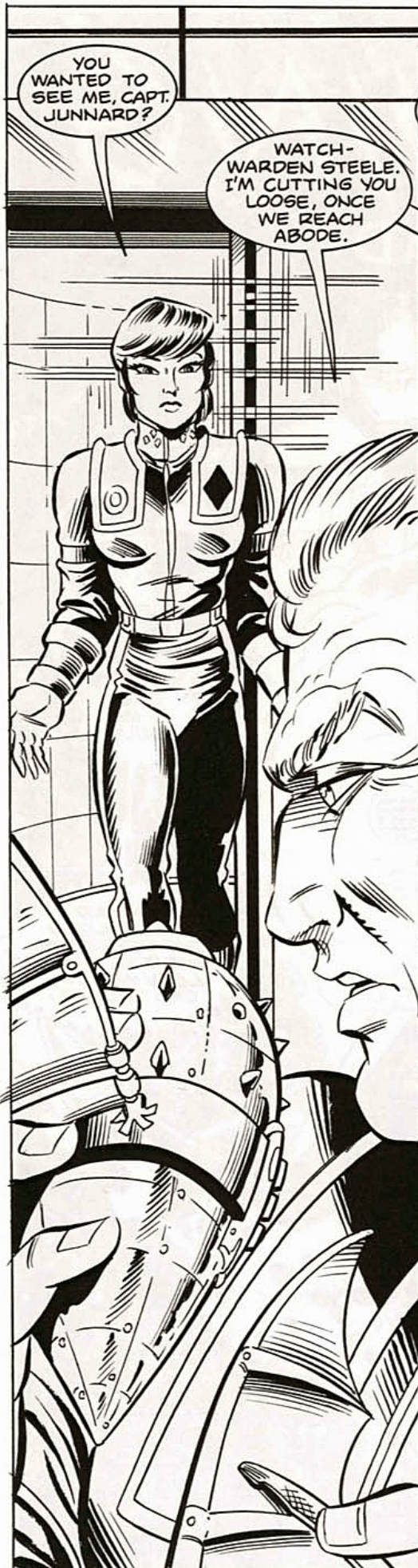
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Nothing grows without nurturing.



YOU WANTED TO SEE ME, CAPT. JUNNARD?

WATCH-WARDEN STEELE. I'M CUTTING YOU LOOSE, ONCE WE REACH ABODE.



GIVING UP THE HUNT?

HARDLY... BUT PATIENCE IS A HUNTER'S SECOND VIRTUE. I'LL NEED YOU AGAIN... YOU, AND YOUR KNOWLEDGE OF THE SOJOURNERS.



BESIDES, I HAVE FAMILY TO VISIT.

DON'T LOOK SO SURPRISED! I'M NOT A MACHINE!



I KNOW THAT, HALM... BUT YOU'RE SO DRIVEN, SOMETIMES.



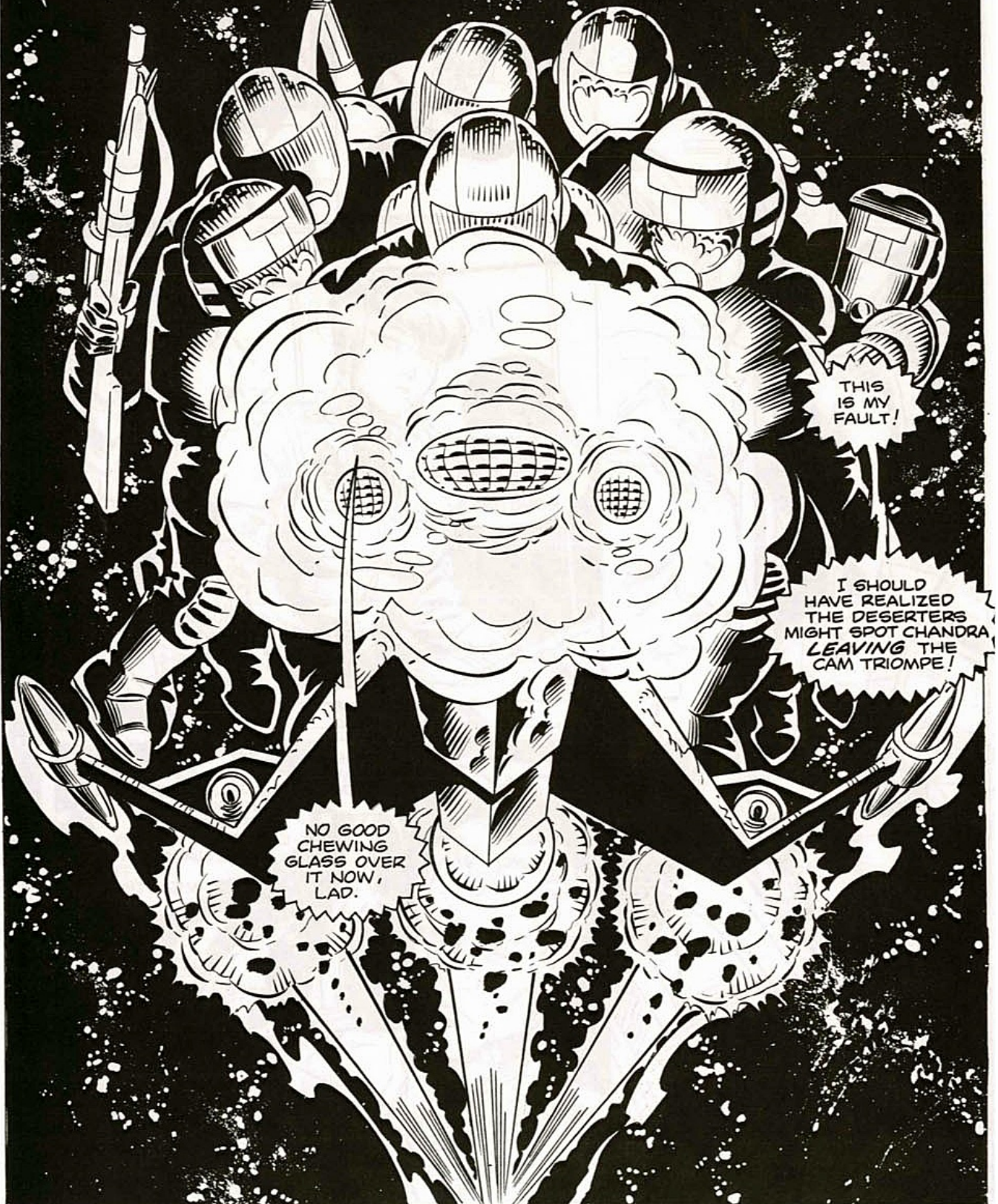
THIS IS A VITAL MISSION!

I ONLY HOPE WE GET A FRESH LEAD BEFORE THOSE CHILDREN DO ANY MORE HARM ... IN THE MEANTIME...

"... I HOPE THEY'RE ENJOYING THEIR RESPITE."

LIGHT FAYING

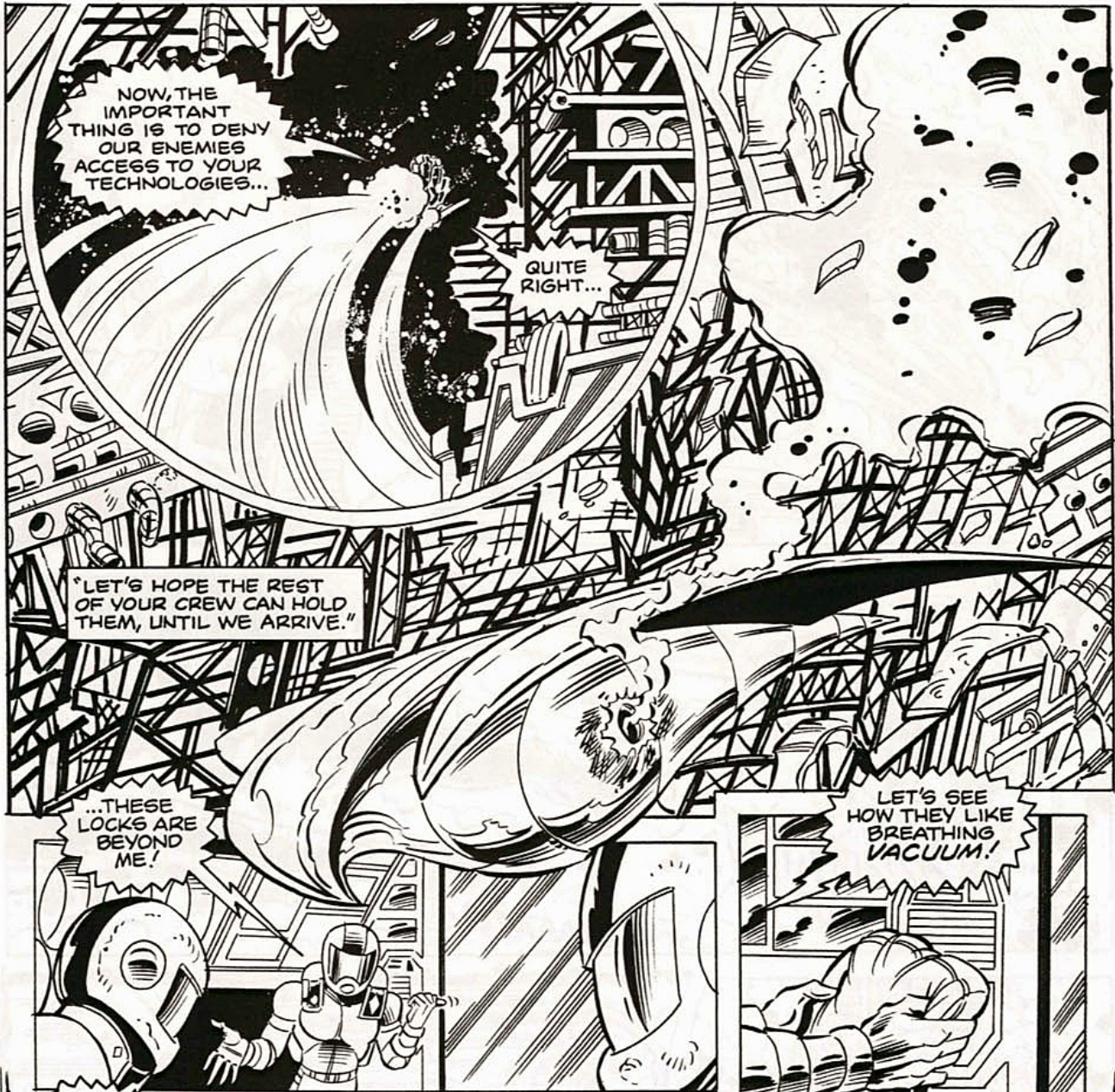
ON THE ROAD



THIS IS MY FAULT!

I SHOULD HAVE REALIZED THE DESERTERS MIGHT SPOT CHANDRA LEAVING THE CAM TRIOMPE!

NO GOOD CHEWING GLASS OVER IT NOW, LAD.



NOW, THE IMPORTANT THING IS TO DENY OUR ENEMIES ACCESS TO YOUR TECHNOLOGIES...

QUITE RIGHT...

"LET'S HOPE THE REST OF YOUR CREW CAN HOLD THEM, UNTIL WE ARRIVE."

...THESE LOCKS ARE BEYOND ME!

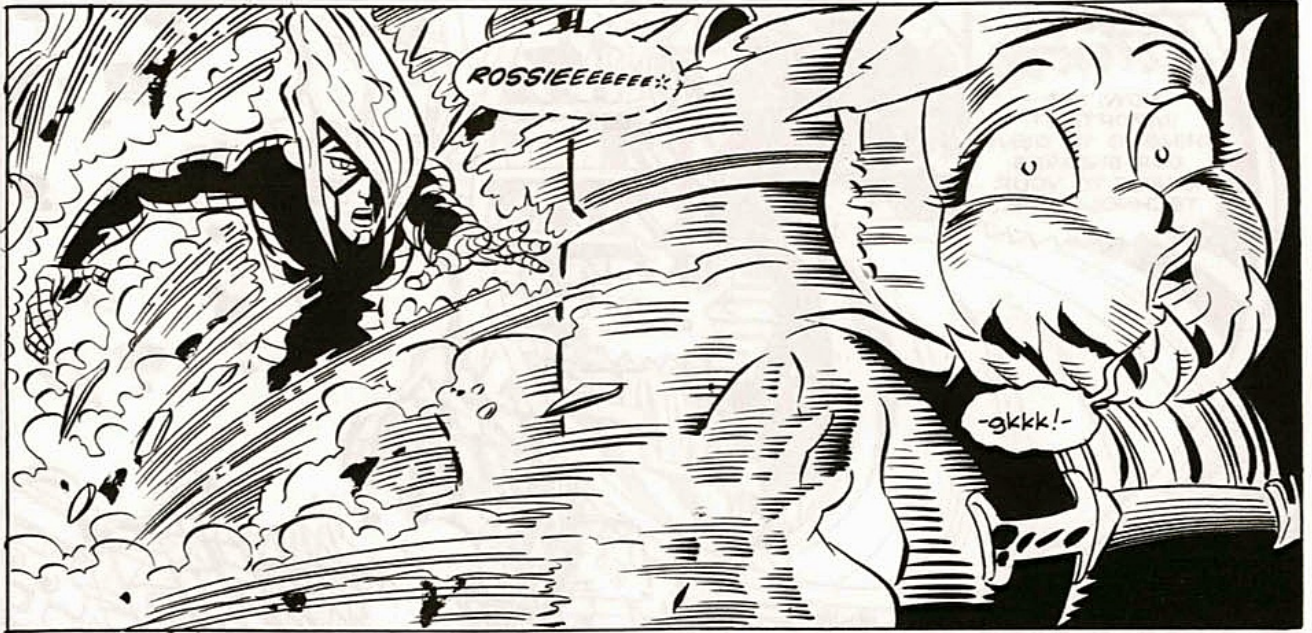
LET'S SEE HOW THEY LIKE BREATHING VACUUM!

FINE.



FWAA

VOOOO





SPIRITS!
SHE'S
GREEN!

I DON'T
CARE IF SHE'S
PURPLE--GET
AN ESCAPE
SLEEVE ON
HER.

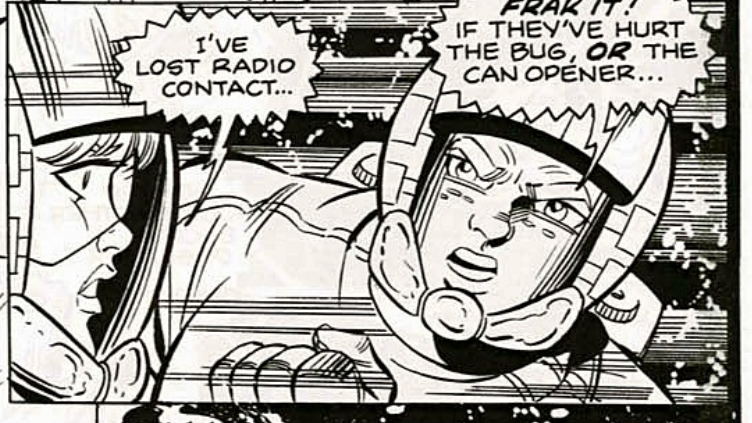


SIR!
WE HAVE
THE BRIDGE!

EXCELLENT,
ENSIGN THRELL!
WE'VE SPOTTED A
SLED OF SQUATTERS
HEADED YOUR
WAY.



WE'RE
READY
FOR THEM.



I'VE
LOST RADIO
CONTACT...

FRAK IT!
IF THEY'VE HURT
THE BUG, OR THE
CAN OPENER...



NO ONE
IS TO FIRE
WITHOUT
MY SAY-SO!
UNDERSTOOD?

AGREED.



I'LL COME WITH YOU.

NO, GRAN. THE MORE EVEN OUR FORCES ARE, THE MORE LIKELY A SHOOTOUT BECOMES.

THAT'S THRELL, COMMANDING THE DESERTER TEAM... GRAN IS HIS BROTHER.

ATTENTION, BOARDERS! WILL YOU EXTEND A TRUCE, SO WE CAN DISCUSS MATTERS?

WHA...? LET'S GO, THEN.

HOW DID YOUR BROTHER BECOME A DESERTER?

HE STAYED A DESERTER. I BECAME A SQUATTER.

NOTHING TO DISCUSS... BUT COME AHEAD.

MY GENERATION HAD MORE BUCKS THAN DOES... THE SQUATTERS HAD THE OPPOSITE PROBLEM.

WE CAME TO... AN ACCOMMODATION.

LET'S HOPE FAMILY TIES COUNT FOR SOMETHING.

YOU MUST KNOW THIS CAN'T WORK.

THE SQUATTERS OUTNUMBER YOU... THEY'LL NEVER LET YOU HAVE THIS SHIP.

A FEW MORE MINUTES, AND WE'LL BE THROUGH YOUR SECURITY INTERLOCKS. ONCE WE CONTROL THIS SHIP, HOW WILL THE SQUATTERS EVER STOP US?

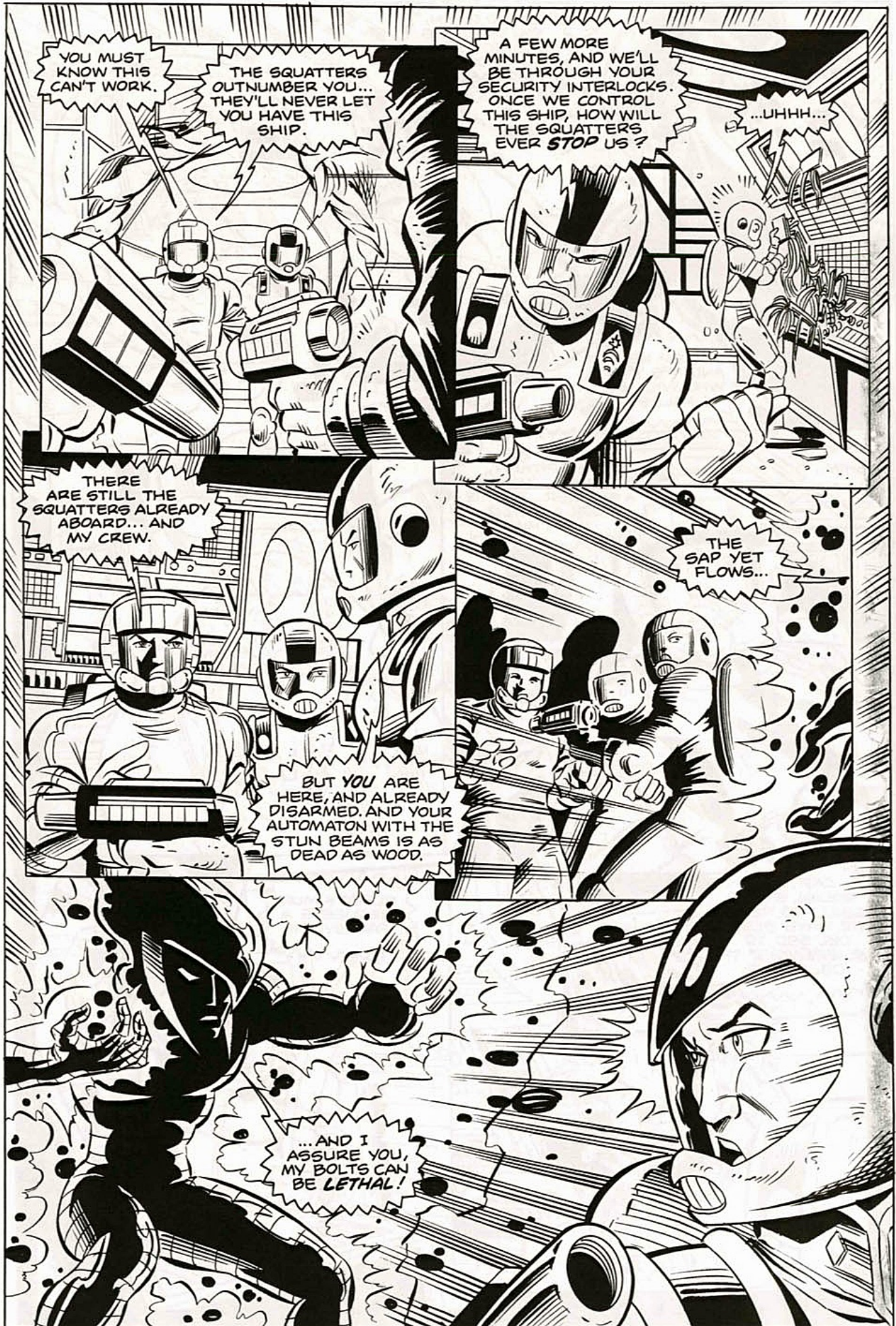
...UHHH...

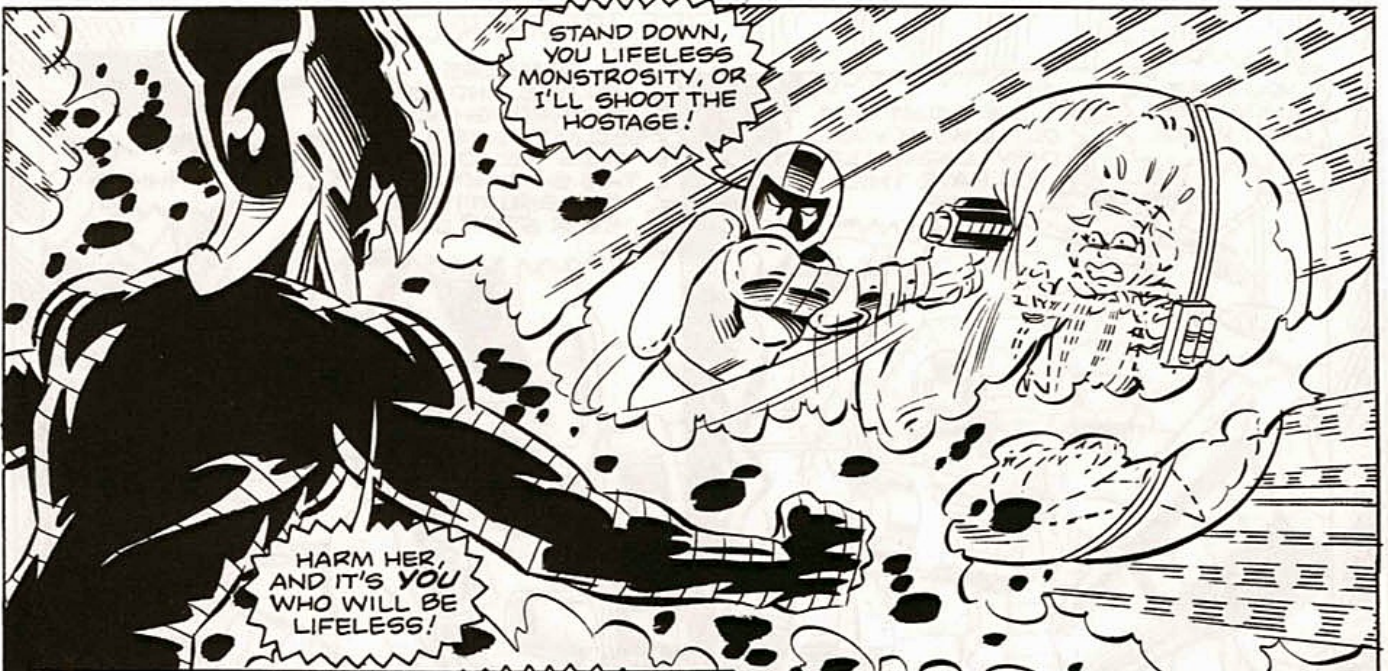
THERE ARE STILL THE SQUATTERS ALREADY ABOARD... AND MY CREW.

THE SAP YET FLOWS...

BUT YOU ARE HERE, AND ALREADY DISARMED, AND YOUR AUTOMATON WITH THE STUN BEAMS IS AS DEAD AS WOOD.

...AND I ASSURE YOU, MY BOLTS CAN BE LETHAL!





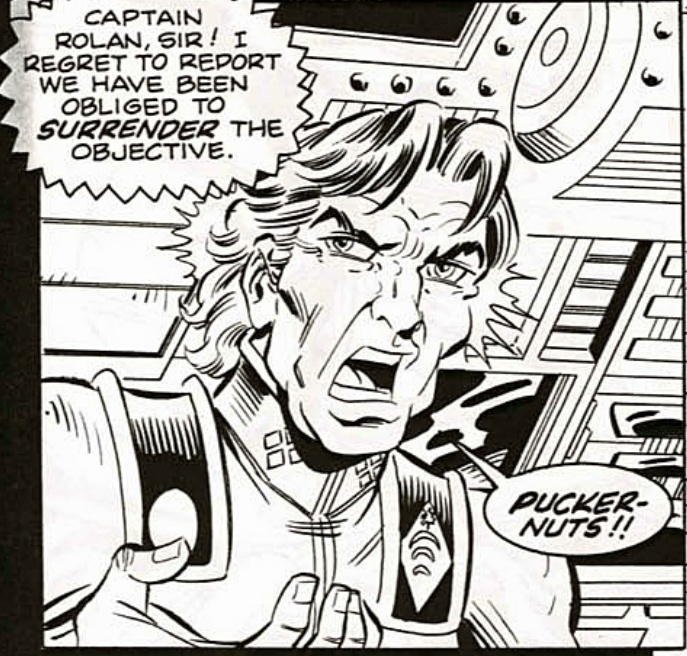
STAND DOWN,
YOU LIFELESS
MONSTROSITY, OR
I'LL SHOOT THE
HOSTAGE!

HARM HER,
AND IT'S *YOU*
WHO WILL BE
LIFELESS!



SHIM...

THAT'D BE
A FINE EPITAPH,
BROTHER... "HE DIED
A SOLDIER ... BUT HE
TOOK A *CHILD*
WITH HIM."



CAPTAIN
ROLAN, SIR! I
REGRET TO REPORT
WE HAVE BEEN
OBLIGED TO
SURRENDER THE
OBJECTIVE.

PUCKER-
NUTS!!



ELDER KIMUR
REQUESTS A
PARLEY, SIR.

WELL,
YOU TELL
HIM--



THAT WE'LL BE THERE SEVINE OUT.

WHY, YOU MUTINOUS-- WE WON'T GO!

WE WILL... UNLESS YOU'RE KEEN ON LEARNING TO LIVE ALONE!

YOU'D NEVER MOVE OUT ON ME, OLD WOMAN!



WHO SAID I'D BE MOVING OUT, OLD MAN?

Hummph...



WHAT DID YOU WANT TO TALK ABOUT, YOU LOW-LIVE THIEF?

NOT ME...



I AM THE BINDER!

HEAR NOW MY WORDS...



CAPTAIN ROLAN,
YOU AND YOUR DESERTERS
HAVE FORESWORN LOYALTY
TO THE SKYWARD...

AND YOUR
LOYALTIES,
ELDER
KIMUR?

WE ARE
LOYAL TO
HUMANITY...
TO THE GREAT
STRUGGLE
WITH THE
WIGGLERS!

TO OUR
PEOPLE...TO
GENERATIONS
YET TO
COME.



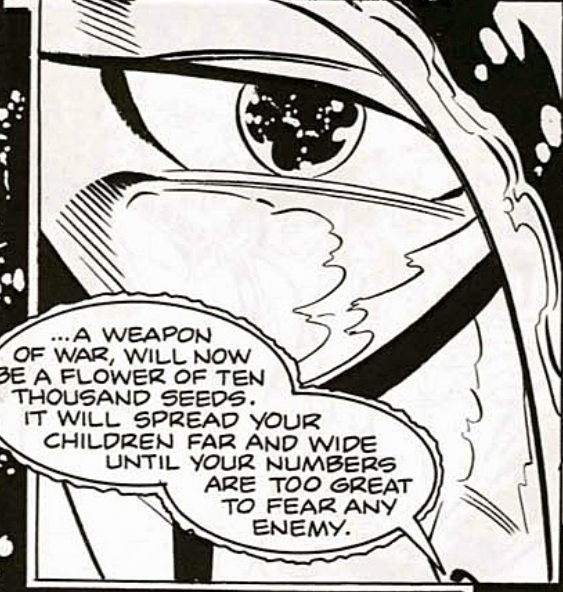
THEN
THERE IS **NO**
CONFLICT.



THE
NEVERENDING
WILL COLONIZE THE
COMETARY HALO TO
SAFEGUARD ITS
PLACE IN ITS OWN
SYSTEM.

HUMANITY
MUST MATCH
THEM.

THIS
CRAFT,
ONCE...



...A WEAPON
OF WAR, WILL NOW
BE A FLOWER OF TEN
THOUSAND SEEDS.
IT WILL SPREAD YOUR
CHILDREN FAR AND WIDE
UNTIL YOUR NUMBERS
ARE TOO GREAT
TO FEAR ANY
ENEMY.



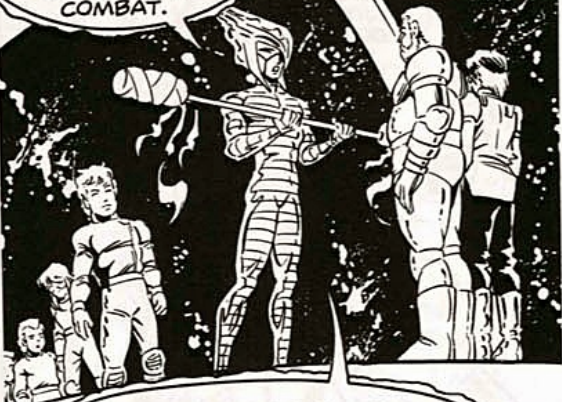
OH... SO
NOW, WE'RE ONE
HAPPY FAMILY,
EH?

NO.

THE TWO SOCIETIES MUST REMAIN SEPARATE, TO GUARD AGAINST STAGNATION DOWN THE MILLENNIA.

YOU WILL TRADE, AND MARRY, AND SETTLE TOGETHER. BUT YOU WILL DANCE AND CRY, REJOICE AND GRIEVE APART.

THIS ONE ONUS I LAY UPON YOU... HEREAFTER, STRIFE WILL BE SETTLED BY RITUAL COMBAT.



YOUR CHAMPIONS WILL USE THESE STAFFS, WHICH CAN WOUND, BUT SELDOM KILL. LET NO MAN OR WOMAN OF THE HALO BE BURDENED WITH ANOTHER'S DEATH. I AM THE BINDER. THESE ARE MY WORDS.

YOU'VE GOT THE WISDOM OF TAMUL DJUN, SHIM.



AND THE SPIRIT-KISSED TONGUE OF TARANCA.

I BUT SPEAK WHAT I "SEE".



THE THING MAKES SENSE.

SO IT DOES...



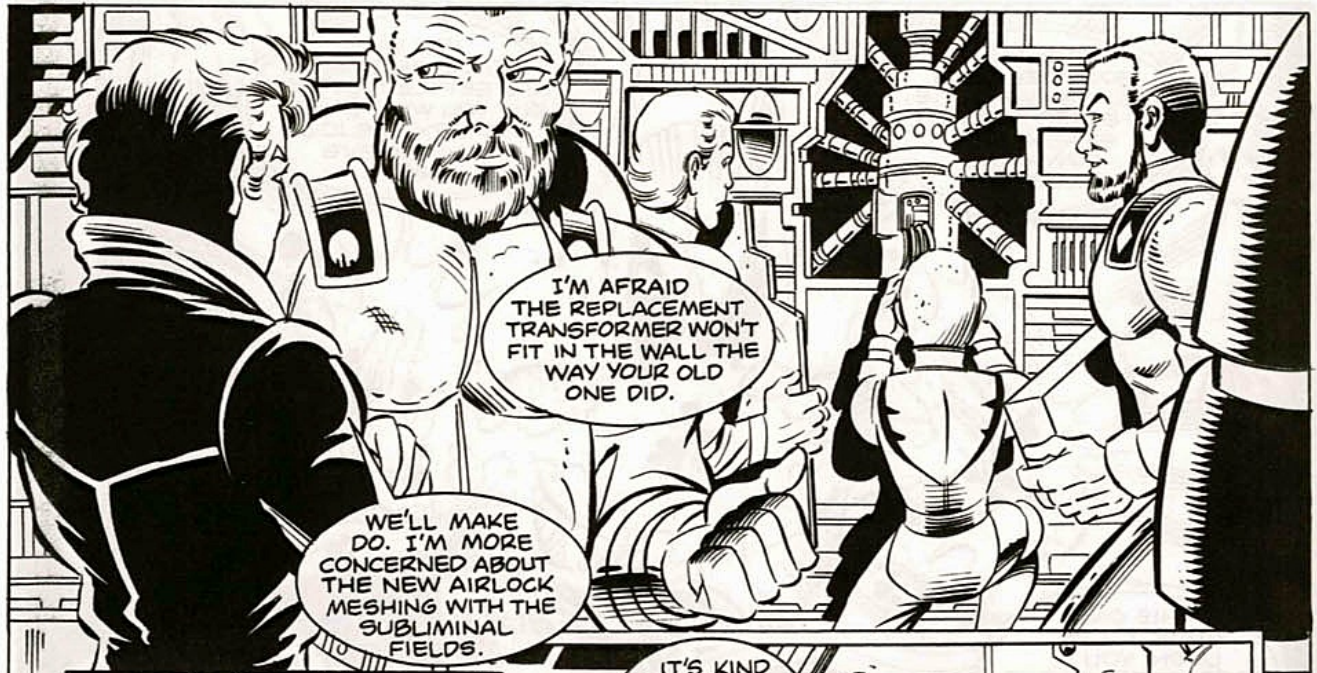
GOT ALL SPOOKY ON US THERE, BUDDO.

BINDER IS MY AVOCATION, MY FRIEND. I'LL TRY NOT TO LET IT SPILL OVER INTO MY PERSONAL LIFE.



WELL, GOOD.

ROSIE THINK SHIMMER-FRIEND'S BINDER-TALK MUCH-PRETTY!



I'M AFRAID THE REPLACEMENT TRANSFORMER WON'T FIT IN THE WALL THE WAY YOUR OLD ONE DID.

WE'LL MAKE DO. I'M MORE CONCERNED ABOUT THE NEW AIRLOCK MESHING WITH THE SUBLIMINAL FIELDS.



STEALTH SYSTEMS CHECK OUT!

WE'LL BE AS QUIET AS EVER.

IT'S KIND OF YOU TO HELP US REPAIR OUR SHIP.

THE TECH YOU'VE SHARED WITH US IS MORE THAN FAIR PAYMENT.



AND A DOUBLE THANKS, TO YOUNG MIRK... EXCUSE ME, YOUNG NUREM.

YEAH, PROBABLY A GOOD THING WE DIDN'T SLICE HIM UP.

THIS WENT FINE... SIX MISSILES, SOME HEAVIER RAIL GUNS.

NOT TO MENTION THAT WE DID SOME GOOD HERE. WE MADE A DIFFERENCE!

DON'T
SPRAIN YOUR ARMS
PATTING YOURSELVES
... REMEMBER, WE
MISJUDGED THIS
SITUATION,
BADLY!

SHIM
WAS THE
ONE WHO
FOUND OUR
SOLUTION.

GUN
PLATFORM,
WE ARE READY TO
DEPART. THANK YOU,
MAY THE SPIRITS
LOOK KINDLY ON
YOU ALL.

HEY! WE
NEVER EVEN
LEARNED YOUR
SHIP'S NAME!

CALL US
"SEEDER",
NOW!

WELL, I
SUPPOSE...

ONLY
BECAUSE
I AM OLDER
... MORE
EXPERIENCED.

IT NEVER
HAD ONE...
JUST A
NUMBER.

GOOD
SAILING,
CAPTAINS!

POINT
TAKEN... WHICH
MEANS WE'LL JUST
HAVE TO LEARN MORE
ABOUT HUMAN NATURE.
AND I KNOW THE
BEST PLACE FOR
THAT.

MADAME
WISH-MASTER,
PLEASE TAKE
US TO
ABODE.



"ABODE... PEARLED ORB OF WIND AND OCEAN..."

MOTHER TO US ALL... THE WORLD OF TWO MOONS...

IT LOOKS DIFFERENT, THROUGH YOUR EYES.

LET ME SHOW IT TO YOU...

SET US DOWN NEAR SARAZEN.

WHAAT ?!

THAT CRAZY PLACE ?

IT'S SECLUDED. WE CAN TAKE THE SCOUT VEHICLE TO WAYFAIR.

"WEEELL, ALRIGHT.
AS LONG AS I
CAN DRIVE!"



RRRRRR



CAN YOU TWO FIND AUNT GES ON YOUR OWN?

MOST ASSUREDLY.

ROSIE MUCH-GLAD TO MEET NICE BIG-THING LADY WHO NO LET WHITE-COAT BIG-THINGS USE SHARP-THINGS ON ROSIE.

AND GESTRELLE WILL BE MUCH-GLAD TO MEET YOU, AS WELL.

GREEN SKIN? IS THIS SOME JOKE?

BODY PAINTS ARE VERY POPULAR ON THE MOONS OF GATEWAY.

OH... LOVE THE SILVER. MOST BECOMING, I'M SURE.

SHIMMER-FRIEND TELL BIG FIB!

A BINDER'S DUTIES ARE TO JUSTICE AND GOOD SOCIAL ORDER...

EXCESSIVE TRUTHFULNESS CAN GET IN THE WAY...



UH...
DAD?



I'LL GET
YOU SOME
SUPPER!



I'M...
SORRY,
DAD.

DON'T
BE SILLY!
A YOUNG MAN
HAS HIS OWN
LIFE TO LIVE.



HE CAN'T
BE CHECKING
IN WITH HIS
FATHER
JUST TO LET
HIM
KNOW HE'S
ALIVE!



SORRY...
SORRY...

THAT'S
ALRIGHT,
DAD. I
DESERVED
THAT.



EAT,
EAT... WE
CAN TALK
LATER.

YOU
WILL BE
HERE
LATER?

FOR
A BIT,
DAD. FOR
A BIT.



"HIS INVITATION HASN'T BEEN CANCELLED... AND YOU'RE ABOUT HIS HEIGHT AND WEIGHT..."



IT'S A DREAM COME TO LIFE!



GLAD YOU LIKE IT.

ALLOW ME TO INTRODUCE YOU TO ANOTHER FINE ABODEAN TRADITION...



THIS IS INCREDIBLE! I'VE ALWAYS WANTED TO PLAY IN THE SNOW WITHOUT AN ATMO-SUIT!



HAA! YOU ARE LOOKING AT THE ALL-TIME, HANDS-DOWN, UNCONTESTED SNOWBALL WAR AND SNOW-WRESTLING CHAMPION OF ICEGATE STATION!



SNOW-WRESTLING?



EEEK!

PREPARE TO DEFEND YOUR CHAMPIONSHIP!



WHOOAA!

YIKE!!!



ARE YOU COLD?

ARE YOU KIDDING?



GUESS I BROUGHT THIS INDUCTION FIELD BLANKET ALL FOR MYSELF, THEN.



SO MUCH FOR HUNTING GO-BACK RELICS...

YOU CAME PREPARED FOR ANYTHING, I SEE



WELL, I'VE BROUGHT A GIRL OR TWO HERE, IN MY TIME...

I SEE.



SORRY... I'M NOT FROM ICE. I DON'T HAVE A MONOGAMY TABOO.

WELL, I AM, AND I DO.



WELL, FINE... BUT YOU'VE DECIDED TO JOIN THE REBELLION, AND THAT'S GOING TO LIMIT YOUR CHOICES.

SOONER OR LATER, YOU HAVE TO PICK SOMEONE...



... COULDN'T THAT SOMEONE ... BE ...



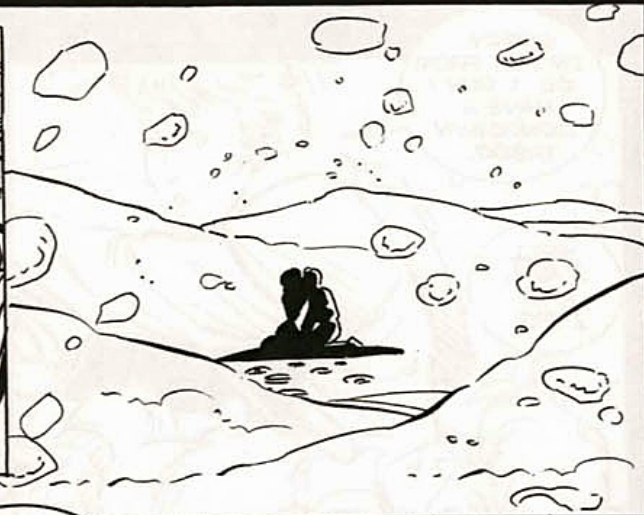
BREEP BREEP... BREEP BREEP



GUYS! I'M GONNA RACE IN THE INVITATIONAL!! ISN'T THAT RIG?

UH, YEAH, WE'LL LOOK FORWARD TO IT. COSMO OUT.

SHEESH!



HEY, SCOR-FRIXIE. REACH YOUR BUDDOS?



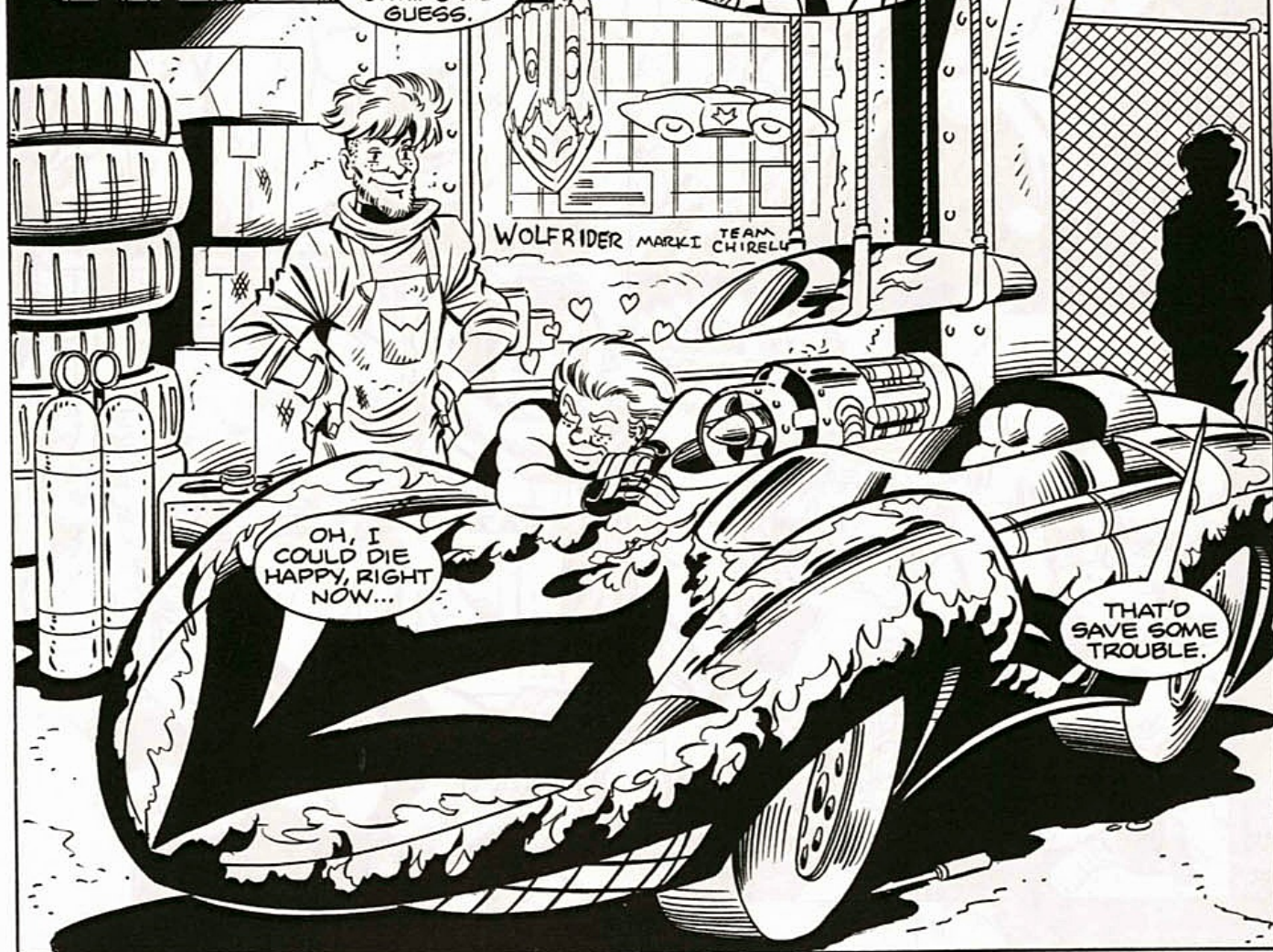
YEAH, UNCLE TAL. THEY'RE COMING... I GUESS.



ANYWAY, WHERE'S MY BABY?



OOOOH, YER GONNA LIKE THIS!



WOLFRIDER MARKI TEAM CHIRELU

OH, I COULD DIE HAPPY, RIGHT NOW...

THAT'D SAVE SOME TROUBLE.





SIR!
YOU
CAME!

TO SEE
MY FAVORITE
NEPHEW'S FIRST
MAJOR RACE?

OF
COURSE!

HEY,
CHIRELL... I
HATE TO INTERRUPT
YOUR LOVE-MAKING,
THERE...

[Thought bubble]

I WANT
YOU TO MEET
MY UNCLE
HALM...

UNCLE...
HALM?

OH,
ZUG!

Rebel rousing

Send letters to: "Rebel Rousing" c/o Warp Graphics,
43 Haight Avenue, Poughkeepsie NY 12603

Send email to: rebels@elfquest.com

Well, well, well. You crafty old ELFQUEST guys, you. Putting that little bit of THE REBELS into the back of each of your other comics. You probably thought, "Now that everybody sees how neat this is, they will have to rush out and buy all the copies of REBELS they can find." And it worked. I bought all the JINK issues I could find, too. I read JINK first (because it had at least one actual elf in it), and I thought, "Okay, I should probably keep an eye out for these — they're pretty nifty." Then I read THE REBELS, and I was literally rolling on the floor laughing, reading bits out loud to my husband — HE even read them when I was done! (He quit reading ELFQUEST after the original quest.) So. Your fiendish plan has worked. Way to go Thanks for doing ELFQUEST.

Lisa Payne

And a big thank you right back! The way I figured, there had to be some people reading the "core" ELFQUEST who weren't aware of the "future" EQ titles, or who hadn't yet cared to crack one open. Letters like yours let me know we made the right call. - RP

From: lperg@eqsun.geo.arizona.edu

THE REBELS is really starting to take off. It took a long time to get acquainted with everybody — Jink has already finished a story arc — but it turned out to be well worth the time. There is a good mixture of shared interests and conflicts of same; and a good combination of known and yet-to-be revealed factors. I hope that REBELS can start some longer story arcs now. REBELS #6 seemed very rushed, especially for a rescue of that magnitude; I would have liked to have seen it handled over several issues. In any case, I am eagerly awaiting further developments. (Especially since their main mystery, in the words of the Red-Herring Meister, Richard Pini, is going to be "What did happen to the elves, anyway?")

I really like the way Cosmo was shown dealing with the trauma of purposefully killing someone. Particularly in comics and other fictions, people often seem to take killing in stride. But in real life, such things have large repercussions. So showing Cosmo dealing with the effects made REBELS go up a couple of notches on the realism scale. The emotional release scene with Chandra and Scorch was beautiful; very cathartic. I hope this is only the first step, though, since such a thing would take a long time to deal with. Seeing Cosmo freeze in a similar battle situation, and perhaps having someone injured as a result, would be a logical follow-up.

Ah, so Cosmo is the leader now, is he? At least until someone wants to do something else, that is. Chandra, Scorch, and Rosie all were insubordinate at one point or another, and I bet Shimmer would have been too, if he weren't so busy being fixed this issue. Hope the Cam Triompe has a big brig!

Rosie is certainly showing a lot of initiative (not that anyone could ever tell a preserver what to do, anyway). I hope that we can see her grow as a character. She already seems to have gone beyond the emotional capacities of a preserver; she is able to cry, which Petalwing did not do even after One-Eye's death and Clearbrook's "attempt to make wrapstuff." (Of course it could simply be because having human genes gives her tear ducts. But we already have to lay size, and possible sex and lack of wings, at that door. No sense in borrowing trouble.) Her special bond with Shimmer might be important in resisting the influence of the Neverending Mothership.

I'm glad Shimmer got fixed, even if his

loyalty could now be in doubt. I am comforted by the fact that the Mothership tried to suppress and replace Shimmer's ego; he seems to have regained it quite nicely. Now if the Mothership had tried hidden or subliminal programming instead, I would be much more worried. Right now, I'm more concerned about the information gained from Shimmer making it through the corroded interface and rotted synapses of the Mothership.

Interesting effect with Shimmer's three sets of arms. I think he is projecting an illusion rather than actually shaping the arms, although either ability is potentially useful.

Now for the most exciting sighting! Elves! Wishful thinking makes the blue-grey on the top of the elf's head into Skywise's hair, but a cold dose of reality whispers that it is just reflections of the palace. The elf is light-skinned, which could eliminate two powerful contenders, Rayek and Suntop. Of course, with the palace and freed from the magic-draining effects of Abode, I assume any elf could pilot the palace, or change the color of their skin: so it could be anyone. (Major cop-out, I know. Off the record, I vote for Skywise and Timmain.)

Someone speculated that the tradition of female rulers might be due to Winnowill displacing the Djun. Hmm, "The Grand Aerie within the city of Wayfair..." might point to some Glider connection, although the seat of power does not appear to be in Junland where Winnie is now. The woman is not in uniform, so I assume she is a civilian leader. Is she supposed to be the Doma? The room and throne are different than the ones seen in JINK #2, although the symbol in back of the throne is similar... of course, this is in Cosmo's dream, so it might not correspond exactly with real life.

Piecing together snippets from REBELS and JINK, combined with the "World Map Inside!" we're starting to get a clearer picture of Abode. Torlon Graaf, L'cota, and (I think) Cam Triompe all come from Hearthstone, so it looks like many / all people from there are black. Judging from the ranks attained in the Skyward, among other things, it looks like the continent of Iceholt holds the most power on Abode. Bellambara says that she is the first Junlander to obtain the rank of Commander in the Skyward in JINK #2 (which is not even the highest rank). Most of the people pictured from Hearthstone seem to be either Ensigns or Lieutenants. Judging from the lack of people wearing sunglasses, and the discontent with Abode, there are not that many colonists in the Skyward either. Wayfair, in Iceholt, has the Skyward Academy, a major university, and is perhaps the capitol of Abode. It is interesting that Iceholt seems to be the seat of power, since Junland had a powerful state in Cutter's time, as did Sunholt, and Hearthstoners did the most exploring.

As a side note, it is rather ominous that the Junlanders seem to hate the "Wolfrider demons" so much. Cutter tried to leave no trace in the short time they were there, they were in wrapstuff for almost 10,000 years, there did not seem to be much animosity towards elves when they emerged, and they seem to be helping the humans now. So when did the Junlanders have time to come to hate the elves? If anyone had a legitimate gripe, it would be the Sunholters.

Lesley A Perg

All to be answered in time. Keep those Shimmer Grams coming in, and see you in 451! RP

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NEXT ISSUE




"THE THUNDER OF HEARTS"

THIS MONTH FROM WARP

-  Jink #8 - "Lawless, Winged and Unconfined"
-  Rebels #9 - "Lightning on the Road"
-  Two-Spear #1 - "Discoveries"
-  Shards #12 - "The Key"
-  Hidden Years #25 - "...Before the Storm"
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10 Fourth Prizes - Autographed Copy of Fantasy Quarterly #1

Treasure Quest Instructions & Rules

- 1) In each **Elfquest** comic title (23 in all) published in September, October, November and December there is a riddle printed in the margin of one of the story pages. **NOTE!** The riddle may be about a character, object, or something that happens in the story, and the answer **may or may not** appear on the same page as the riddle.
- 2) Write the answer to each riddle in the space provided next to the riddle. One of the letters in the answer is circled - that's the clue for that particular issue!
- 3) On any Treasure Quest card, write the clue letter next to the comic book issue in which it appeared. As you go, you'll discover you have a jumble of letters.
- 4) All 23 letters, when unscrambled, form a phrase that relates to the contest. You don't need all 23 letters to try to solve the Treasure Quest phrase, but be careful! We've made it tricky.
- 5) When you've decided upon your answer, write the entire phrase in the space provided on the Treasure Quest card.
- 6) Also print clearly your name and address, and the name and address of the comic shop where you buy **Elfquest** comics, on the card in the spaces provided.
- 7) Separate the card at the perforation, affix correct postage to the card and send it in. All entries must be postmarked **on or before February 28, 1996** to be eligible.
- 8) Winners will be chosen after March 15, 1996 in a random drawing from all correct entries. All prizes will be awarded. Employees of Warp Graphics, Inc. and their immediate families are ineligible. Void where prohibited.
- 9) Purchase is not necessary to enter. A list of clues will be available starting January 1, 1996. To obtain a copy of the clue list, send a stamped, self-addressed envelope to CLUE LIST, WARP GRAPHICS, 43 HAIGHT AVENUE, POUGHKEEPSIE, NEW YORK 12603-2404. Any entry containing a Treasure Quest phrase, the complete name and address of the contestant, and the complete name and address of the contestant's comic book shop will be considered an eligible entry. Warp Graphics reserves the right to modify or discontinue this contest at any time without prior notice.

A MATTER OF OPINION



It's just after Labor Day as I write these words, and the Mid-Hudson Valley has started to feel some of those exquisite days that are neither summer nor fall. Such days - warm, dry days and cool, dry nights - never fail to put me into a nostalgic frame of mind. I'm certain that "back to school" time is not a source of pleasure for anyone who still has to endure it, but right about now I get to reminiscing about my late summer college days up in Cambridge, Massachusetts, watching the leaves start to turn and feeling the coolth invade the air. (Of course I am deliberately forgetting or ignoring the stomach-turning feelings of desperation that used to accompany the onset of courses and problem sets.)

As depressing as wintertime darkness can get in this part of the world, I still fondly recall dusk in Harvard Square, with warm yellow light spilling out of dormitory windows. I can still conjure up the chill I felt on my arms, having forgotten to take along a jacket as I prowled the shops (it was probably warmer earlier in the day when I cut class to head into the Square, anyway). I still, whenever I get the chance to visit the old stomping grounds, enjoy the fact that the Harvard Coop stays open late on Thursdays, providing a friendly place to duck into on nippy evenings.

There's no other reason for this reminiscence than that's what the air felt like last night - that, and the realization that another year is sliding slowly into harvest time, blanket time, lights on early time. When you live in this part of the planet, where the seasonal changes are real and palpable things, you get like that. Well, I do.

So why these two drawings, that Wendy did years ago? Well, I guess I could say that a picture is worth a thousand words. Or that, since this is Nostalgia Month for Elfquest, they somehow seemed appropriate. Or perhaps, what they portray is precisely how this very moment makes me feel.



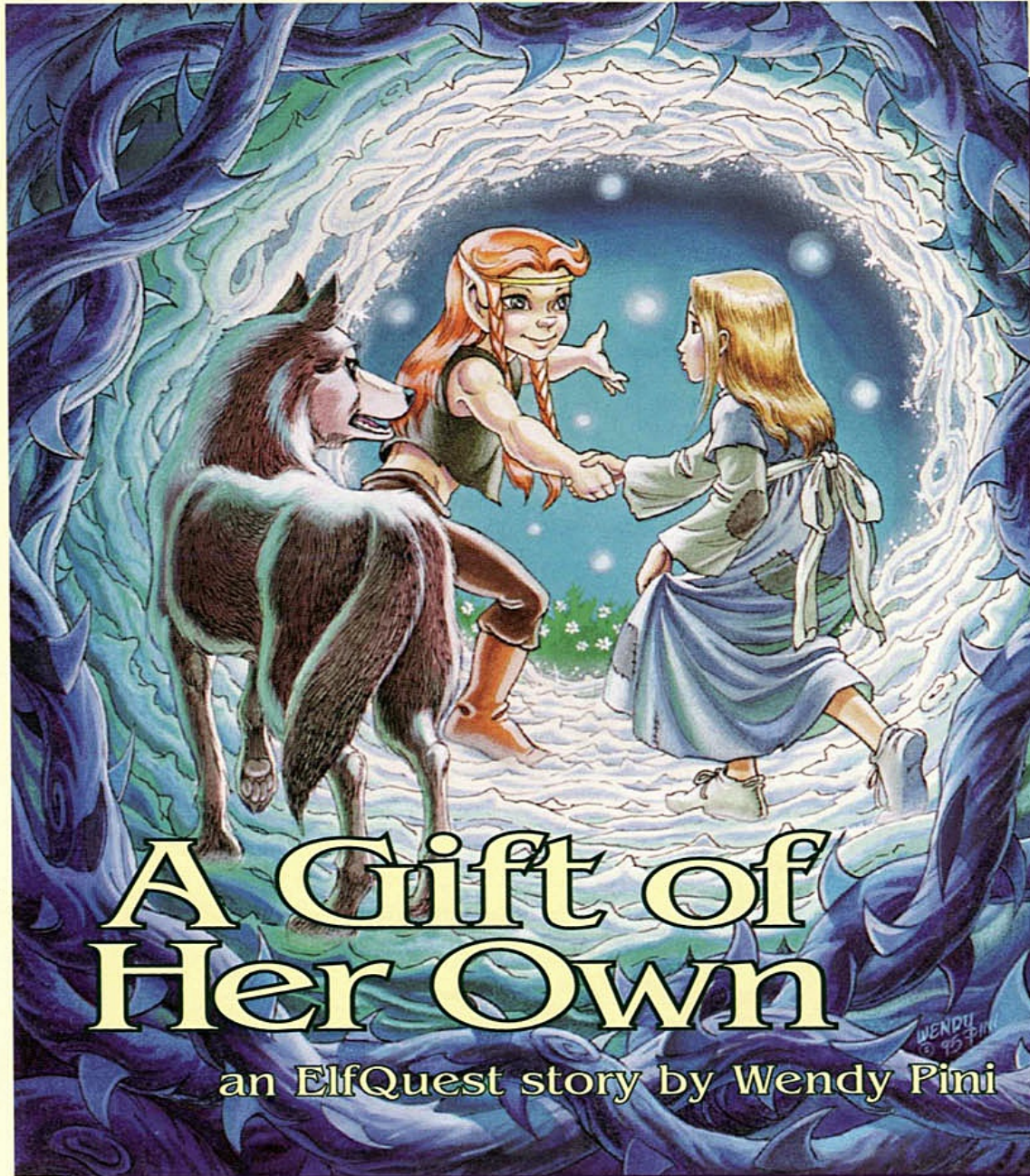
MUCH OLDER AND
WISER, TAM FINALLY
UNDERSTANDS THE
STAR PICTURES THAT
SKYWISE HAS ALWAYS
TALKED ABOUT...

IT'S BEEN A LONG DAY...
D'NIGH....



Richard A. Pina

“Welcome...”



All Elmy wanted to do was run away from her unhappy home. She never dreamed she would meet the little spirits of legend - or that they would reveal her own magic!

“A Gift of Her Own” is the very first Elfquest children’s book (ages 4-8) from Father Tree Press. Written and illustrated in full color by Wendy Pini. Look for it in bookstores and comic shops November 1995, or call the WarpStore at (914) 473-9277, extension 7, to place an order or request a catalog.