



# Mauricio Gonzalez

Comic Development: The Wanderer One-Shot

## Log Line:

**Genre:** Western/Fantasy-Horror

**Core Theme:** Humanity Is Stronger Together/Indomitable Human Spirit

**Background:** After an encounter with The Devil, a bounty hunter known as The Lone Wanderer is cursed to meet his end by the next blood moon. A tip leads The Wanderer into the small pacifist town of Crowsworth where sightings of a Monster draw our hero to investigate in hopes of bargaining with The Devil once more.

## Panel-By-Panel Breakdown:

**Panel 1-2:** Establish Setting. The Wanderer arrives to Crowsworth at night and is drawn to rustling in the distance.

**Panel 3-5:** Demonic Monster arrives, looming over The Wanderer, he swipes and scratches our hero. Monster eats town's Livestock

**Panel 6-10:** Wander in desperation shoots the Monster, the Monster screeches and flees.

**Panel 11:** Establish interior of Town Hall.

**Panel 12-14:** Wander sits in the back, as the villagers hopelessly discuss their situation. Wanderer raises a hand.

**Panel 15:** Protagonist rallies village.

**Panel 17-18:** Montage of Villagers setting traps

**Panel 19:** Night time, Monster arrives again.

**Panel 20-25:** Monster Falls into trap, Wanderer rushes in and in a standoff shoots the Monster.

Villagers cheer and Wanderer leaves in search of next quest.

# The Wanderer

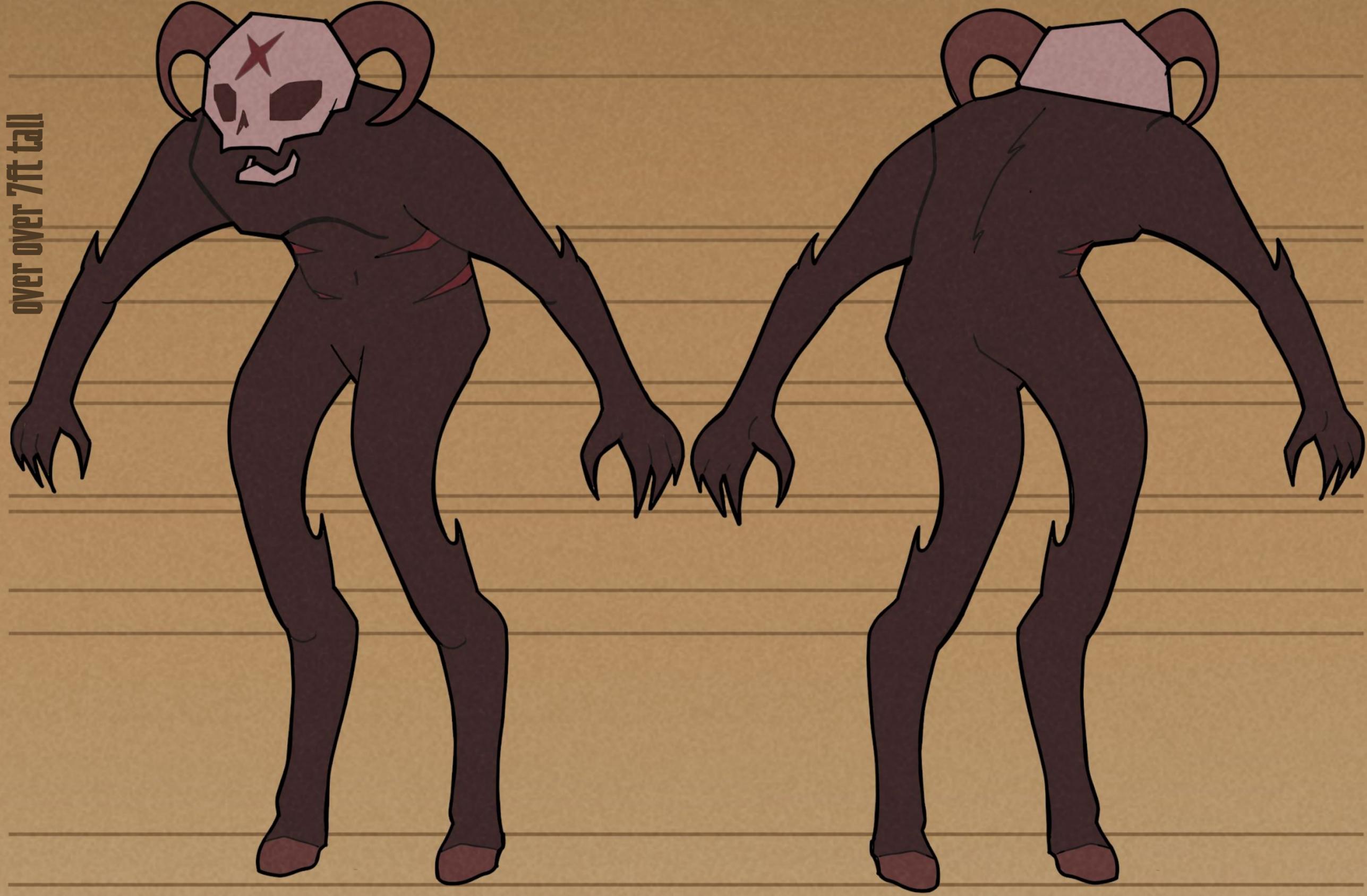
The Wanderer is a stoic gunslinger on a quest for vengeance, despite his looks The Wanderer is a noble hero always on protective of those who are helpless

Species: Bat  
Age: 30 Height: 5'7  
Weight: 148 LBS

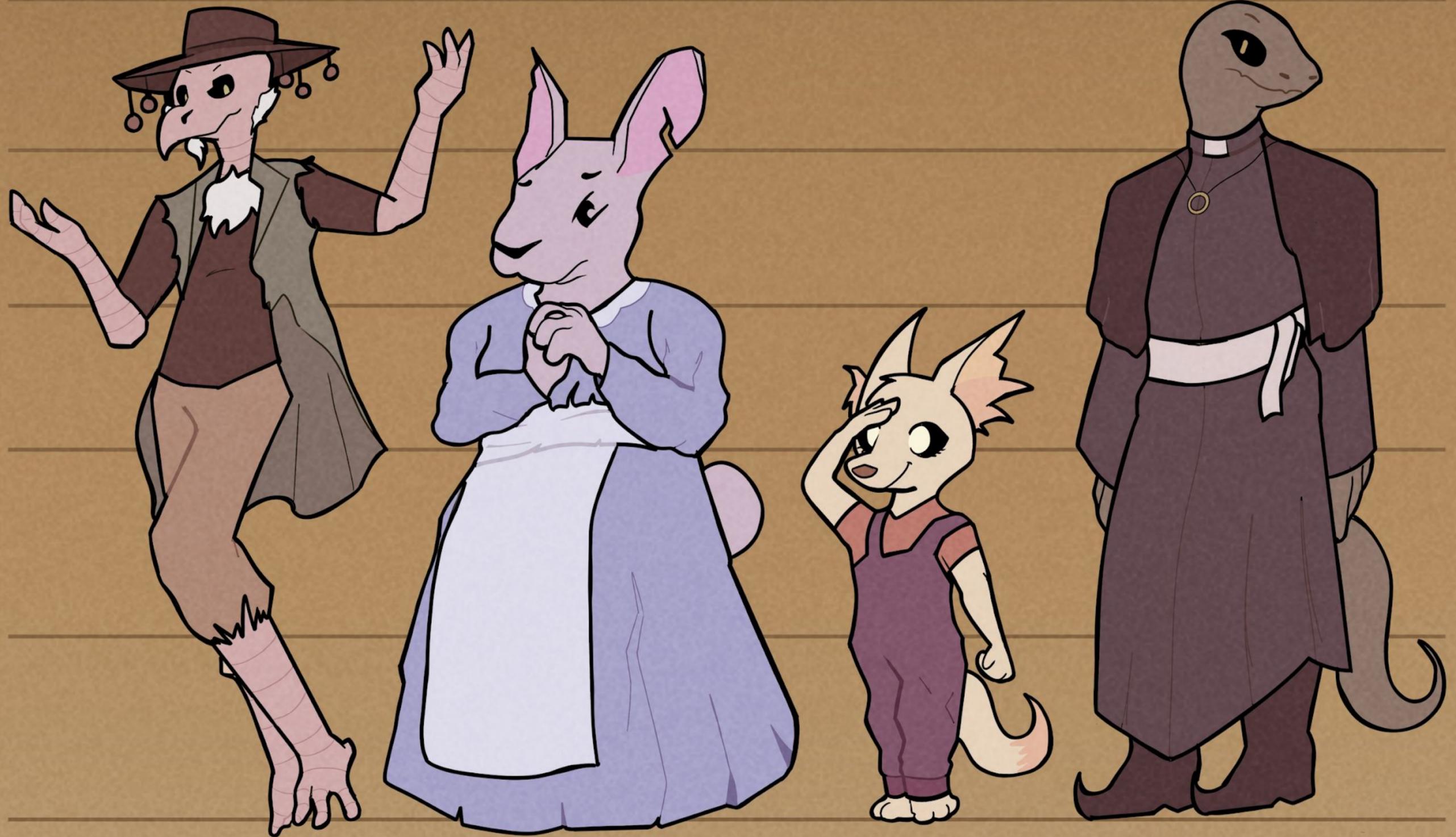


# The Bloodstalker [Monster]

A monstrous feral demon  
terrorizing the pacifist town of  
Crowsmouth. Spawn of the Devil and  
it's a force of nature, standing  
over over 7ft tall



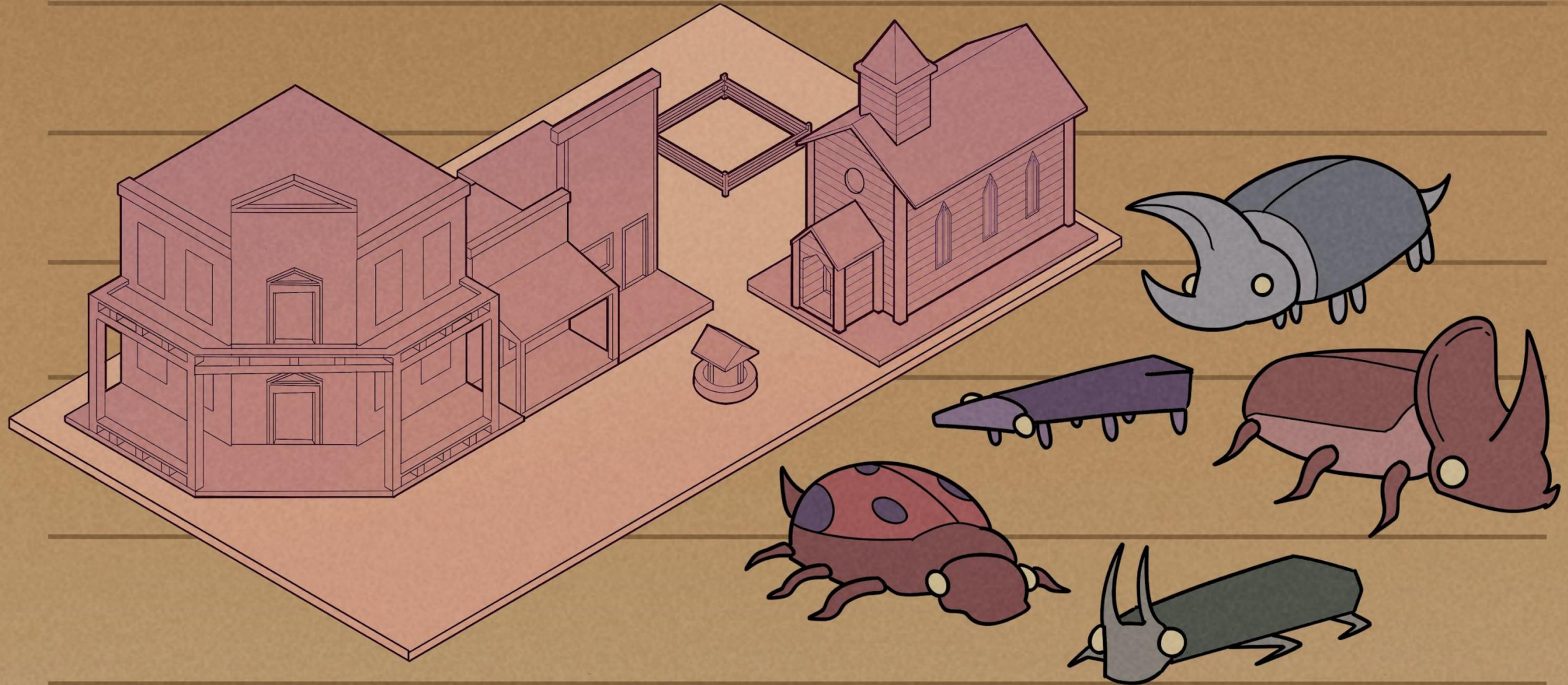
# Crowsworth Residents



# Silhouettes/Height Chart

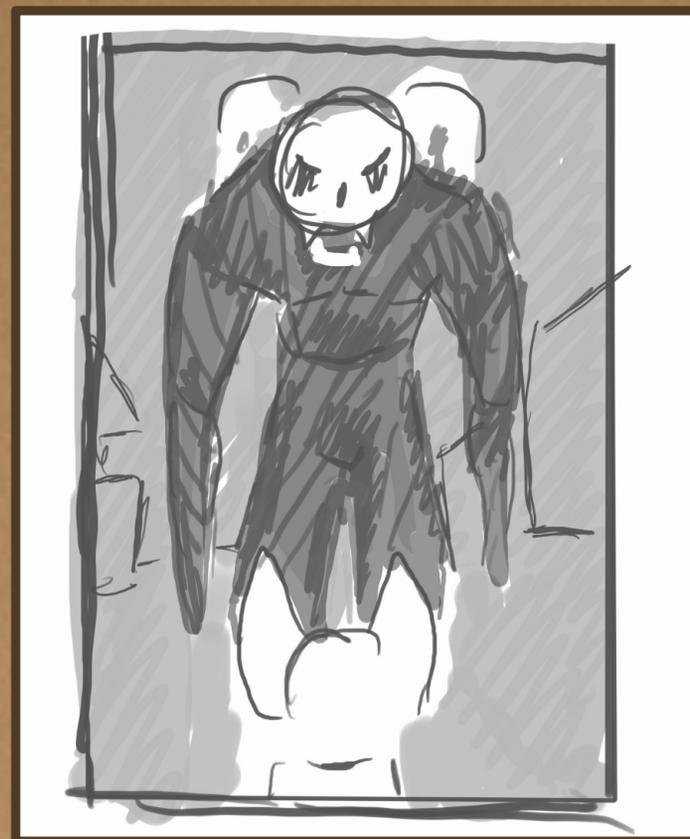


# Exterior Breakdown/Creature Designs

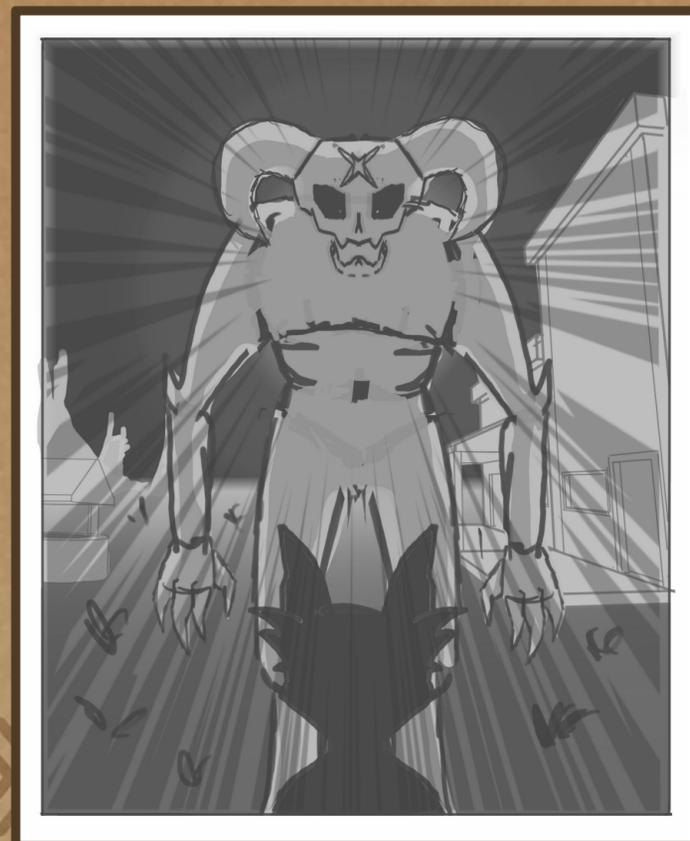
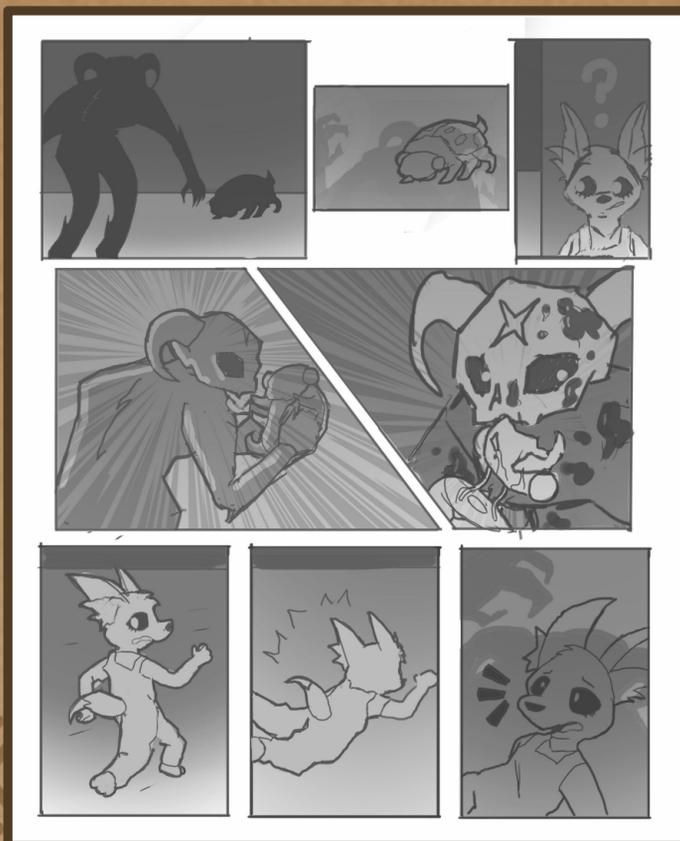


# Panel Breakdown

Thumbnails



Final Sketch



# Panel Breakdown

Thumbnails



Final Sketch

