

LEES CORMACK LEE





SINK #14 - "Terminus" & SINK #15 - "Artisan Burger"



STORY BY JOHN LEES

ART BY ALEX CORMACK

LETTERS BY SHAWN LEE

I.OGO BY TIM DANIEL



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All tales in **SINK Volume 3** were made possible in part with the patronage of "**SINK Citizen Supreme"** Darin Ross Stater



Previously on SMK

Sinkhill is a notorious, crime-ridden district of Glasgow, Scotland, haunted by numerous frightening presences. **The Blue Van Clowns** are figures of urban legend, said to snatch unsuspecting pedestrians, horrifically disfigure them, and transform them into one of their own. But those who want to avoid walking on the streets of Glasgow at night and running afoul of the clowns should also be careful about getting the bus, too, as they might be stepping into the corpse-filled death trap driven by serial killer **Busman Boab**.

But monsters in Sinkhill are far from a new occurrence. Seventy years ago, children were being brutally murdered, with some believing the culprit to be **Iron-Tooth Jack**, a vampire with metal teeth. This was ultimately dismissed as a tall tale for children, but **Chrissie Woods** knows he's real. She encountered him as a child, discovering that he was using blood drained in terror as fuel to attempt to open the **Black Door**, a mystical portal to some nightmarish other world. Chrissie thought that Jack had been revealed to be not a vampire, but a broken, twisted man. But now, with a boy called **Robbie Carmichael** being killed, his body discovered with bite marks on its neck, Chrissie fears that perhaps Iron-Tooth Jack is immortal after all.

It could be that the evils of Sinkhill's past and present are connected. Crime boss Si McKirdie and his malevolent superior, The Duke, both believe in the Black Door, and believe that the means of accessing it can only be uncovered through great misery and suffering. Si has acquired the Monkey's Ball, a totem of unknown power and connection to the Black Door, which is now in possession of The Duke. Could all this swirling darkness hanging over Sinkhill be connected to the giant sinkhole that is formed in the abandoned bus terminus on the district's fringes?

But it is not only darkness that dwells in Sinkhill. There is **Mr. Dig**, a fox-masked vigilante who has vowed to protect Glasgow's marginalised and downtrodden, wielding a trusty shovel. There is **Charlotte**, a former nurse who survived a deadly encounter with the Blue Van Clowns, but not unscathed. There is **Florence Kilcolm**, a reformed hellraiser who left Glasgow behind, but who has now returned to hold Si McKirdie to account. And there is **Emma Callaghan**, a regular young woman who has crossed paths with various noteworthy Sinkhill figures, but who just wants to live her life, and make tasty burgers...







Busman Baub



Iron-Tooth Jack



Chrissie Woods



The Black Door



Robbie Carmichael



Si McKirdie The Duke



Mr. Dig



Charlot<u>te</u>



Florence Kilcolm



ilcolm Emma Callaghan



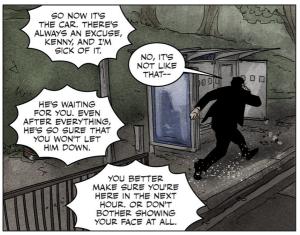
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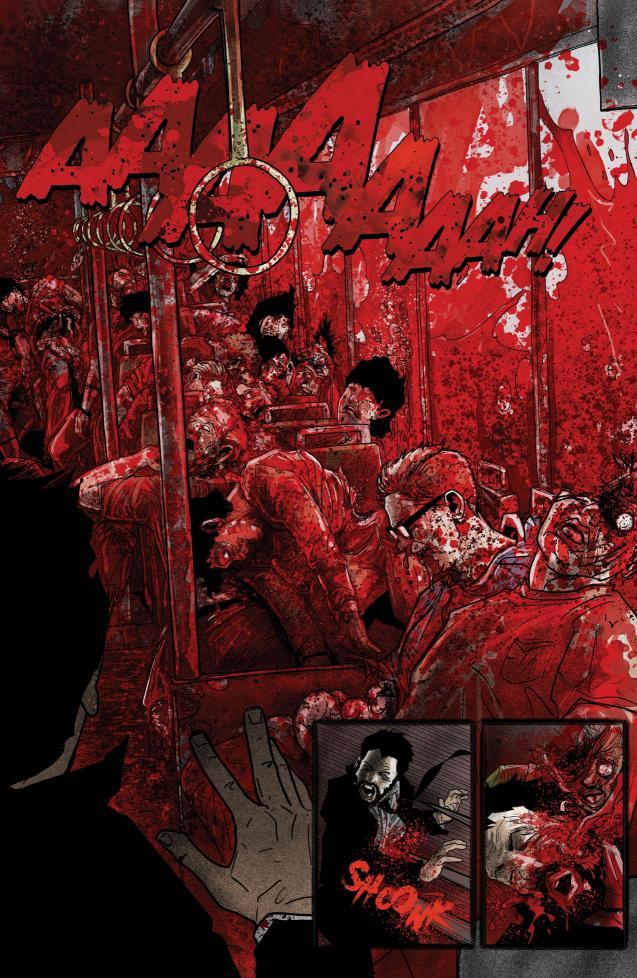










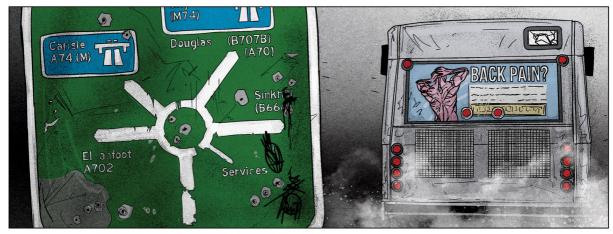




































































































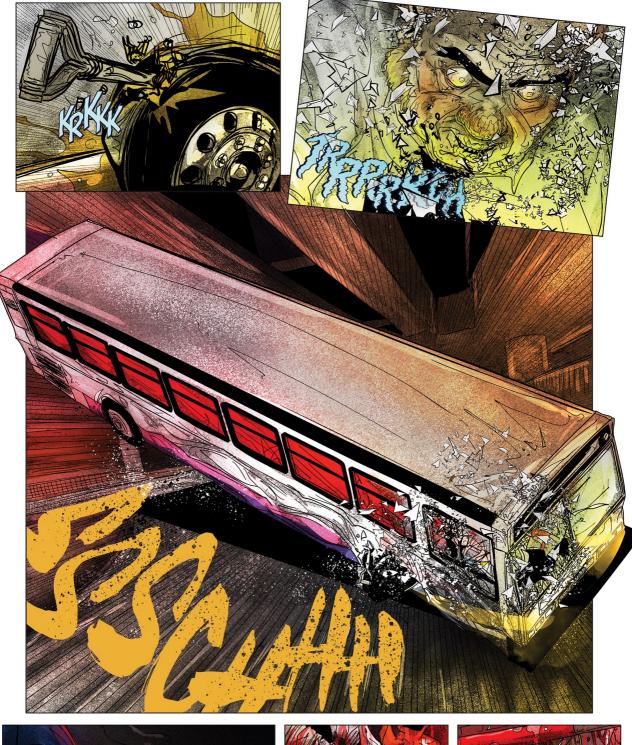




























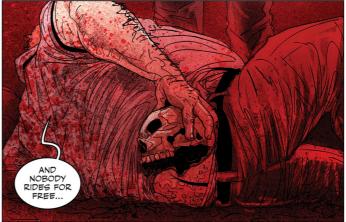








































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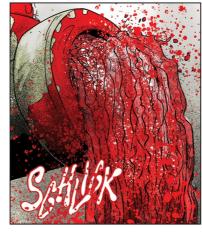




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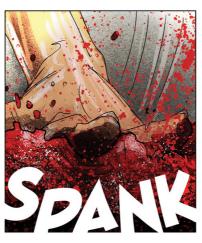










































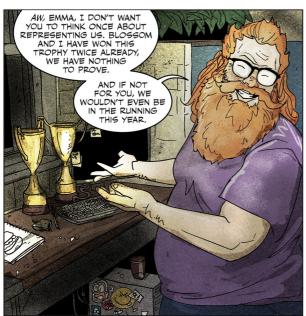


















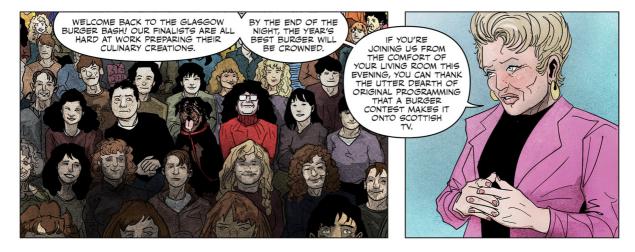








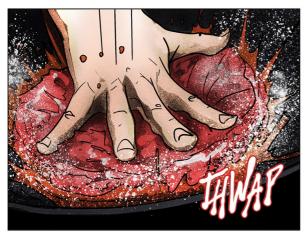












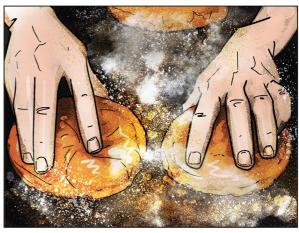






















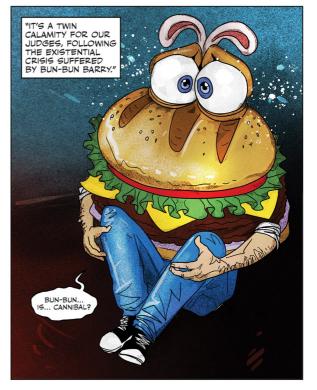










































































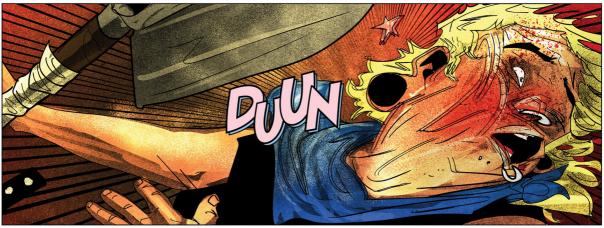
























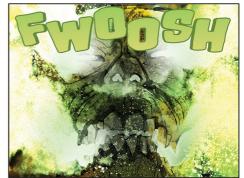




































AT LAST, JUST DESSERTS

I first began writing SINK in 2015, meaning that it's now been a part of my life for nearly a decade. It's the longest I've spent actively working on any comic book project. From the beginning, one of the main hooks of SINK has been that it's an anthology-style series, with each story a standalone tale that works on its own. But all these self-contained stories have always existed as part of a connected world, all taking place within this nightmarish Glasgow district of Sinkhill, with overlapping characters, and events in one story having repercussions in another. We've been telling lots of standalone stories, sure, but right from those earliest chapters, we've also been telling one larger story, carefully laying out the pieces of the puzzle. With the stories contained within SINK: Just Desserts, those disparate threads are beginning to weave together.

All the way back in *SINK #1*, when we were first introducing readers to this world, Allan encountered two figures on his fateful late-night walk through Sinkhill. He met Mr. Dig, the fan-favourite, fox-masked, shovel-wielding vigilante who has become our most iconic character. But before that, he also met Bus-Man Boab, the enigmatic serial killer who drives a bus full of dead bodies, who has flitted in and out of the series ever since. These are two major figures in the world of *SINK* who have been there since the beginning, but never crossed paths... until *Terminus*.

With *Artisan Burger*, the second story in our double-bill, we're hitting another full circle moment with a story that has its roots in the very beginning of SINK. Way back in 2015, when I was first developing SINK, Volume 1 was going to be six issues instead of five, and the issue that ended up being cut was a different version of "Artisan Burger," also featuring the characters of hipster burger shop owners Harry and Blossom Melbitoste. There was a whole corner of SINK lore I'd developed revolving around Glasgow's unhinged burger scene and the larger-than-life chefs and foodies that populate it that got left on the cutting room floor... until now. Utilising another returning protagonist – Emma Callaghan – we've found a way to weave this kooky corner of our world back into the narrative in a way I hope readers find fun and surprising. All while finally getting to fulfil my ambition of writing a food comic!

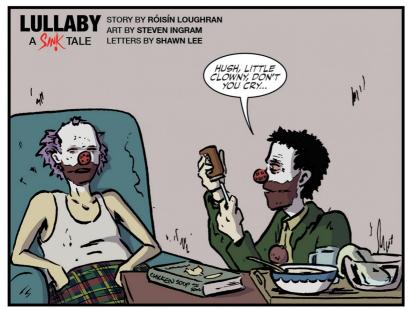
After all these years of these characters living in my head and living on the page, acting out their overlapping but separate stories, bringing them all together carries a certain level of gravitas. For me, definitely, but hopefully for readers, too. *Just Desserts* is a book that will be very rewarding for long-time followers of *SINK*. In a lot of ways, everything I've written since this *SINK* journey began in 2015 has been leading to this. I am SO EXCITED to get to this point in our narrative, and share it with all of you. Hope you enjoyed the ride and can't wait for more!

For bonus content, we have another pair of new Sink back-up stories, including *Lullaby* by Róisín Loughran and Steven Ingram, and *Local Derby* by Colin Bell and James Lawrence. We've also included a cover gallery, and a sneak peek at a new *SINK* product we'l launch in 2025 we think you'll *DIG* and that I can't wait to get my hands on!

Enjoy!

Your Pal,

John Lees Glasgow, Scotland December 2024



















SINK #15: ARTISAN BURGER Direct Market Edition B Cover by Jules Rivera











MAD MAX: FURY ROAD and the Anatomy of a Car Chase



With *SINK*, I'm always thinking of ways I can challenge myself and the rest of the creative team as storytellers, and to push at the limits of the comics medium. One of the more enjoyable ways of doing that is to think of classically cinematic narrative devices, build on sound and motion, and think about ways that I can apply them to comics. I've tried doing it with horror jump scares, or with conveying the sense of experiencing music. In this issue, the challenge was to try and depict a car chase.

I love a good car chase. As a film fan, when done right, these are some of the most richly cinematic moments you can get. But so often, they're done wrong. Too often, a car chase in a film feels too much like, "Okay, we're going to take a break from the story now to take up some time with some car stunts, let's get the second unit director in to handle that." When a chase feels divorced from personal stakes, when the action is indistinct and interchangeable, it slumps.

So, what makes a car chase good? First, the understanding that it isn't a break from the story, it IS the story. We should still be connected to the characters. A chase is all about motion, and so we should be invested in the goal our protagonists are racing towards, willing them forward in their motion. Similarly, there should be antagonists we care about being stopped and put out of motion, whether that's them being caught if they're the quarry, or them being taken out of action if they're the ones doing the chasing. You should have visually distinctive vehicles – ideally, each vehicle in play is an extension of its driver and their personality. That needn't necessarily mean the Batmobile. It can mean the working-class hero with the beat-up old banger chasing the slick elitist criminal in his lush sports car, or it can mean the powerful villain in a big truck chasing down the underdog protagonist on a bike. And the action should be clear: you should have a good idea where all the key players are placed throughout.

When thinking of the great car chases that abide by these principles, a few examples spring to mind. *THE TERMINATOR*. *TERMINATOR* 2: *JUDGEMENT DAY*. *THE FRENCH CONNECTION*. *THE RAID* 2. *MISSION*: *IMPOSSIBLE* – *DEAD RECKONING*. *THE ROAD WARRIOR*. But the reigning champion for me remains George Miller's 2015 action classic, *MAD MAX*: *FURY ROAD*.

I was talking about how the story IS the chase, but *FURY ROAD* takes that to a whole other level, where almost the whole movie is the chase. Everything, from establishment of character to foundation of relationships to building of stakes, is all done in relentless, high-octane motion. On one side, you have the frightening, detestable tyrant, Immortan Joe, and his army in their convoy of deadly vehicles, all out to destroy our heroes. On the other side, you have Max and Furiosa and their war rig, containing Immortan Joe's stolen brides, on the hunt for a place of safety and freedom. Everything in the film is built around what is ahead of the characters, what is behind them, and what is in their way, all on the one stretch of barren desert road.

There has always been a MAD MAX / SINK connection. FURY ROAD was released in 2015, the same year I initially began planning SINK, and that heightened reality and deep lore was definitely in my mind when building the world of Sinkhill. You can see it most clearly in the Dickheads, who were clearly my War Boy surrogates. Right down to their need for a Witness to record their wicked deeds being a play on the famous cry of "WITNESS ME!" But here, with Terminus, I aimed to further lean into those parallels, and turn night-time Glasgow streets into my own Fury Road.

Attempting to abide by those aforementioned rules of a good car chase, this is an issue populated by distinctive vehicles. You have Bus-Man Boab in his bus, a vehicle we have been setting up as a dangerous force since our very first issue. Then you also have Charlotte, given her own eye-catching vehicle in the form of our tricked-out blue van. Mr. Dig is the wild card, ejected from the van and ending up on a bike. Then, of course, you have the blue van clowns waiting in the wings. I wanted to craft a sense of all these different forces in motion, set for a dramatic collision.

But it all comes down to Alex Cormack in the execution. I've seen him do stunning vehicle work in *DRIVE LIKE HELL*, so was confident he'd excel with the *car*-nage on display here. And he exceeded my high expectations, delivering perhaps the most visually thrilling chapter of the series thus far.







is made possible through the Kickstarter support of hundreds of backers, including:

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COMING SOON! MR. DIG **PLUSH** 2025

Just Desserts

A diabolical double-header of SINK tales, each taking place across one eventful night in the notorious Glasgow district of Sinkhill.

First, fox-masked vigilante Mr. Dig teams up with a new ally to battle a serial killer bus driver.

Then, Sinkhill waitress Emma Callaghan takes a bite out of Scotland's trendy culinary scene when she enters a prestigious cooking contest.

On this night, challenges will be confronted, shocking secrets will be revealed, and a few people might just finally get their **just desserts**.

COLLECTS:

SINK #14: Terminus SINK #15: Artisan Burger



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