

III

MYST®

The Book of the Black Ships



Main cover image from MYST®: The Book of the Black Ships #1 is computer-generated art as shown in the all-time bestselling MYST® CDROM.
Inset art from MYST® #1 by Doug Wheeler

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MYST:
THE BOOK OF
THE BLACK SHIPS
1 OF 4

AMERICAN
ENTERTAINMENT
EXCLUSIVE

*Featuring
characters from
the best-selling
interactive
game!*

MYST

The Book of the Black Ships

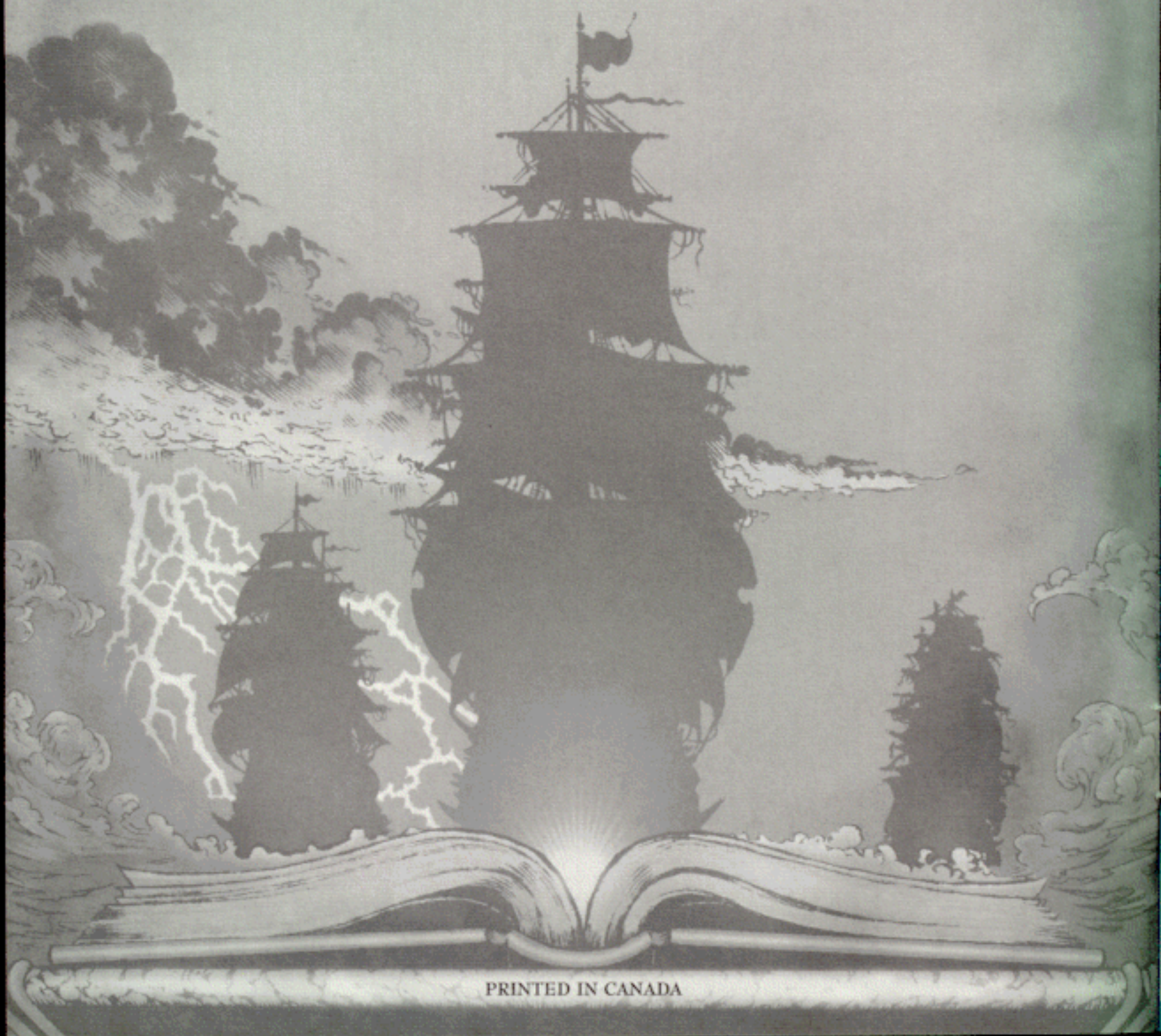
Kindzierski • Ulm • Wheatley

AMERICAN ENTERTAINMENT EXCLUSIVE

MYST

The Book of the Black Ships

PART I: THE JOINING
variant cover by Doug Wheatley



PRINTED IN CANADA



MYST:
THE BOOK
OF THE
BLACK SHIPS
1 OF 4

\$2.95 US
\$4.15 CAN



*Featuring characters
from the best-selling
interactive game!*



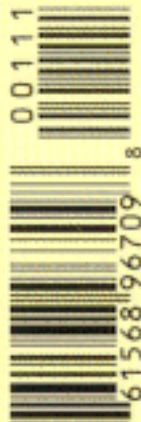
MYST

The Book of the Black Ships



Lovern Kindzierski • Chris Ulm • Doug Wheatley

DIRECT SALES



7

MYST®

The Book of the Black Ships



PART I: THE JOINING

plot by Lovern Kindzierski

script by Chris Ulm

art by Doug Wheatley

letters by Ken Bruzenak

colors by Igor Kordey

enhancements and separations by Digital Chameleon

cover image by Cyan, Inc.

A square logo with a dark green background. Inside the square, there are four lines of stylized, handwritten-style text in a light green color. The text appears to be a mix of letters and symbols, possibly representing the word 'MYST' in a unique font.

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Special thanks to Chris Brandkamp at Cyan, Inc.

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From the journal of
Atrus the Younger:

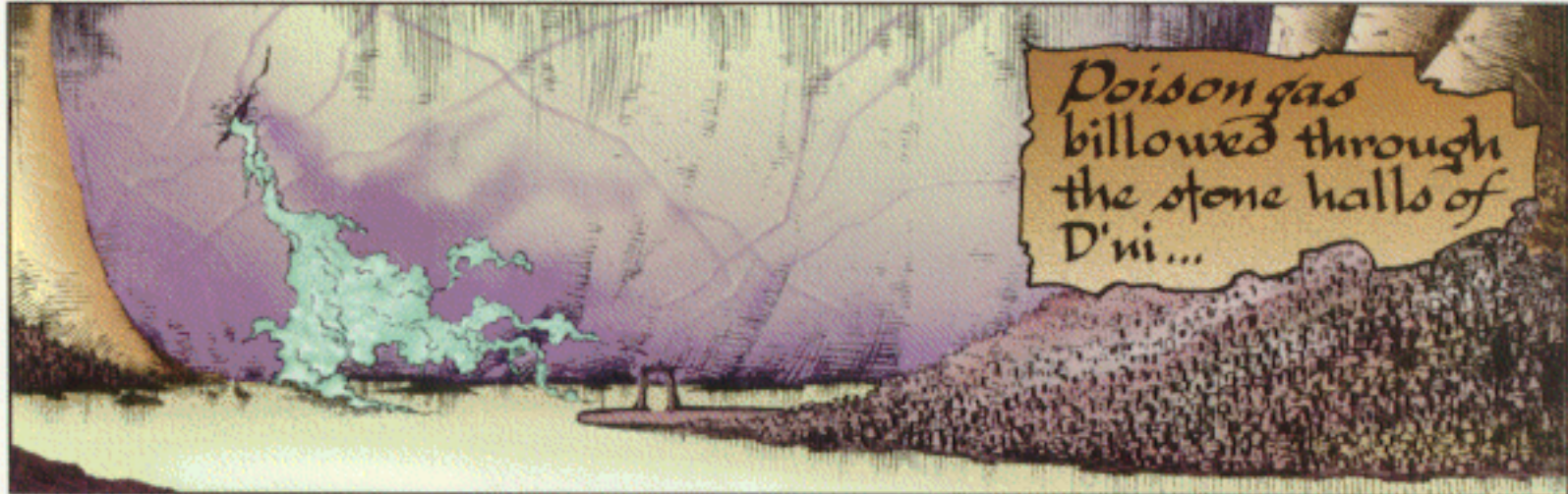
I first became aware of
my lineage when my long-
lost father took me to
the ruins of a great
underground city...

...where I learned
that I am one of the
last survivors of
an ancient race
called the *D'ni*.


The *D'ni* were masters
of an Art that trans-
cended time and space,
allowing their kingdom
to embrace worlds
upon worlds.




Then:
Treachery!




Poison gas
billowed through
the stone halls of
D'ni...



...and in the
blink of an eye...



...the people of D'ni
were no more...



...victims of a rebel
whose ambitions
had been denied.

My father, Gehn,
introduced me to the
Art that had so
elevated the D'ni.

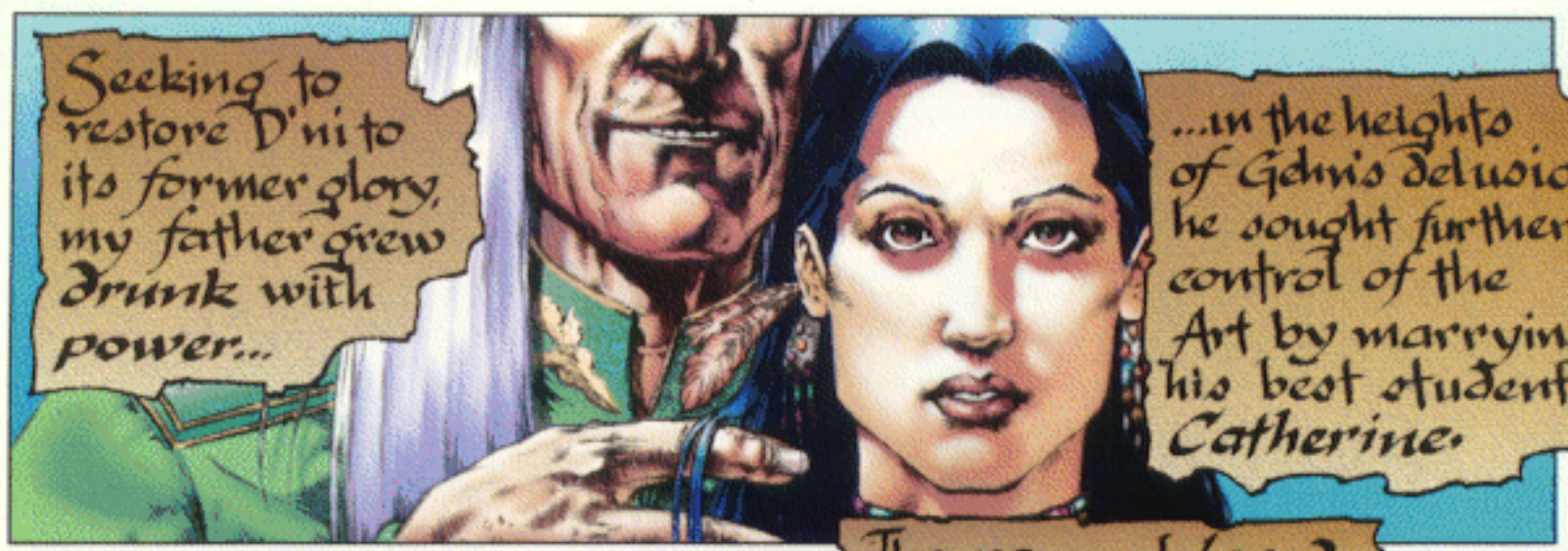


Through the creation of Books, the master scribes
of D'ni could link to any world they could envision...

...worlds the D'ni
called Ages.



Worlds my father
called his.



Seeking to restore D'ni to its former glory, my father grew drunk with power...

...in the heights of Gehn's delusion, he sought further control of the Art by marrying his best student, Catherine.


The woman I loved.



In Gehn's madness, he tried to murder me. I had no choice but to banish him on a dying Age called Riven...

...and link to our new home...





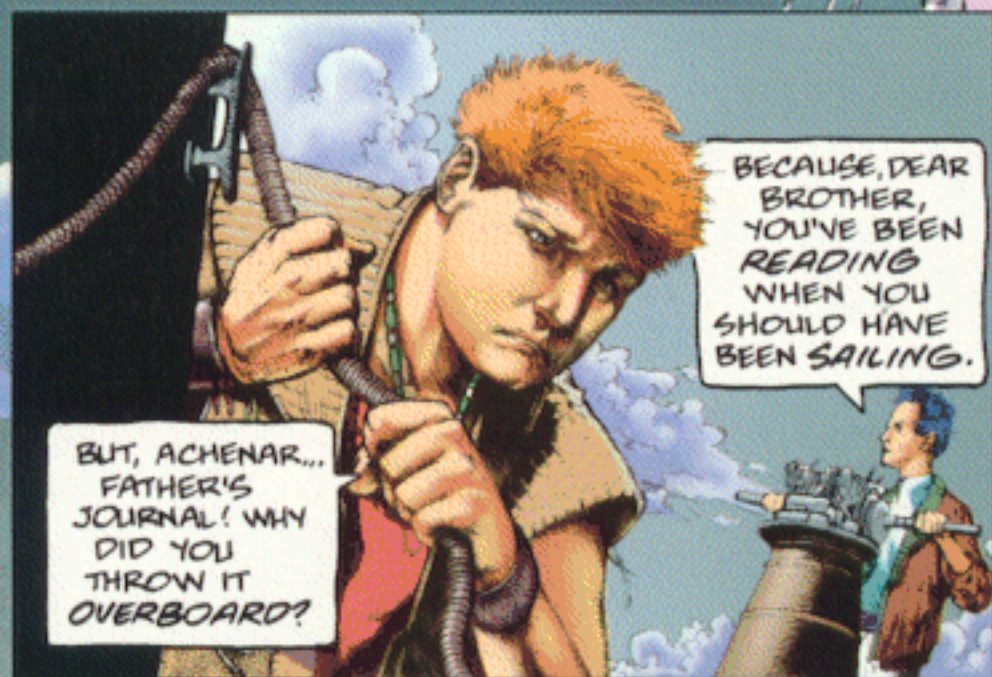
Now Catherine and I
have sons of our own:
Sirrus and Achenar.

We have protected our sons
from the harsh lessons my
father taught me. Through
our example, they are
learning discipline and
conduct befitting their Dni
heritage.

I have great plans
for Sirrus and
Achenar. Their
proper education is
of paramount
importance, for they
are the future of the
D'ni

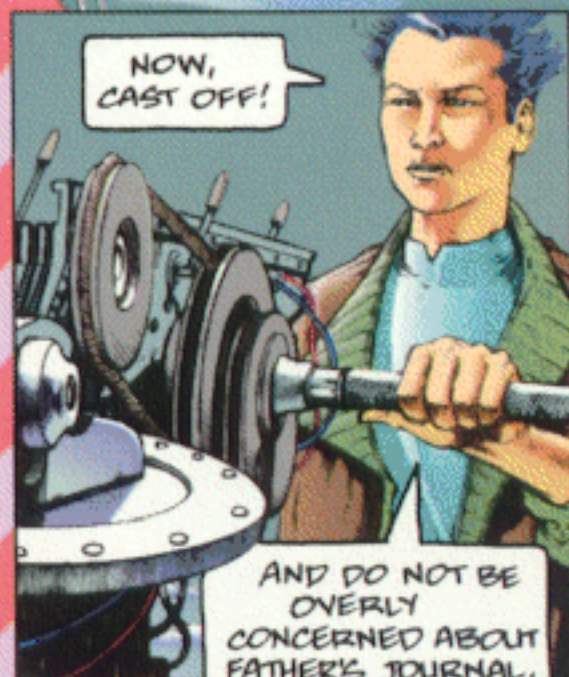
CAST OFF
ALREADY, SIRRUS!
WE DO NOT HAVE
ALL DAY!

The Joining



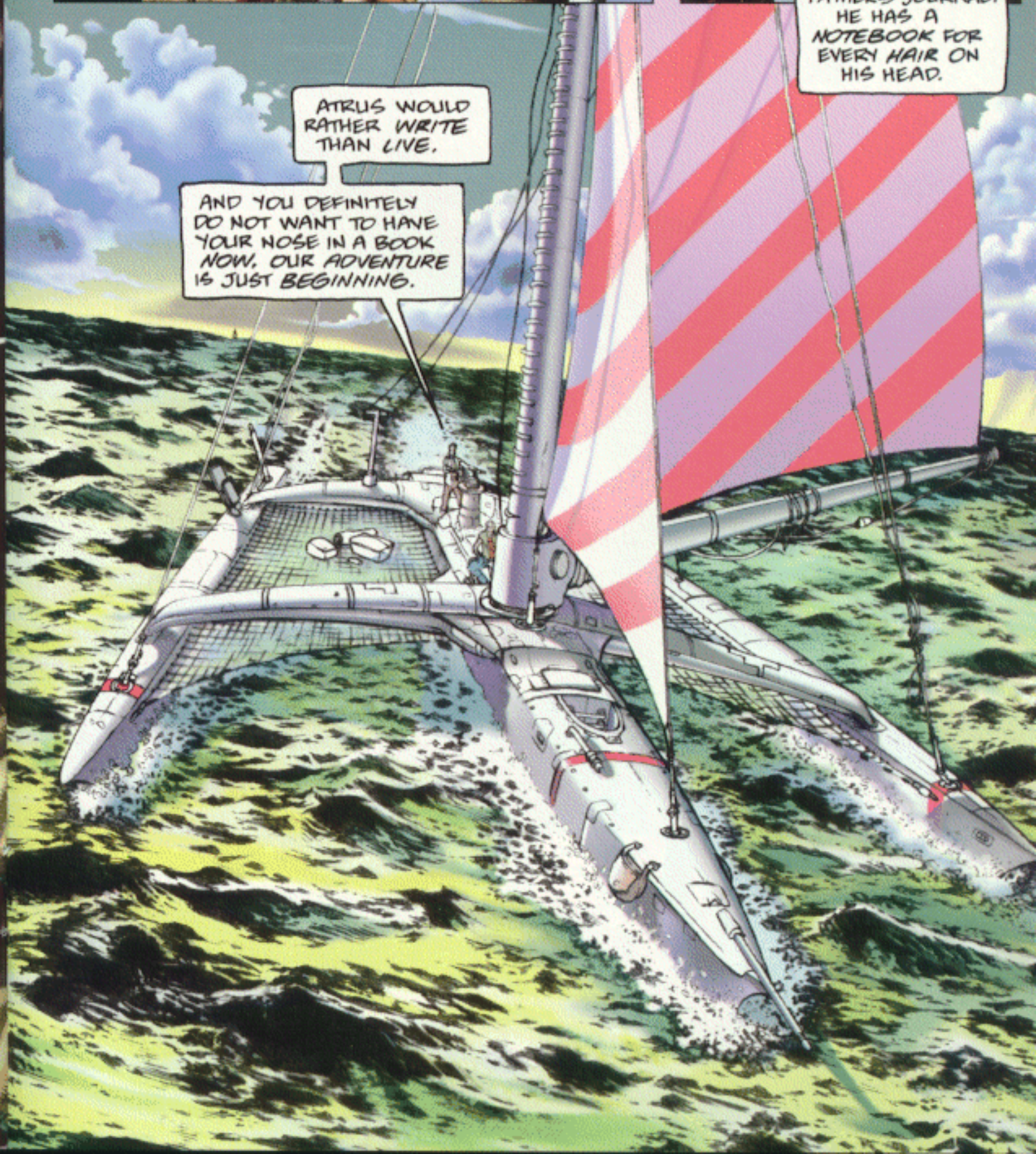
BUT, ACHENAR...
FATHER'S
JOURNAL! WHY
DID YOU
THROW IT
OVERBOARD?

BECAUSE, DEAR
BROTHER,
YOU'VE BEEN
READING
WHEN YOU
SHOULD HAVE
BEEN SAILING.



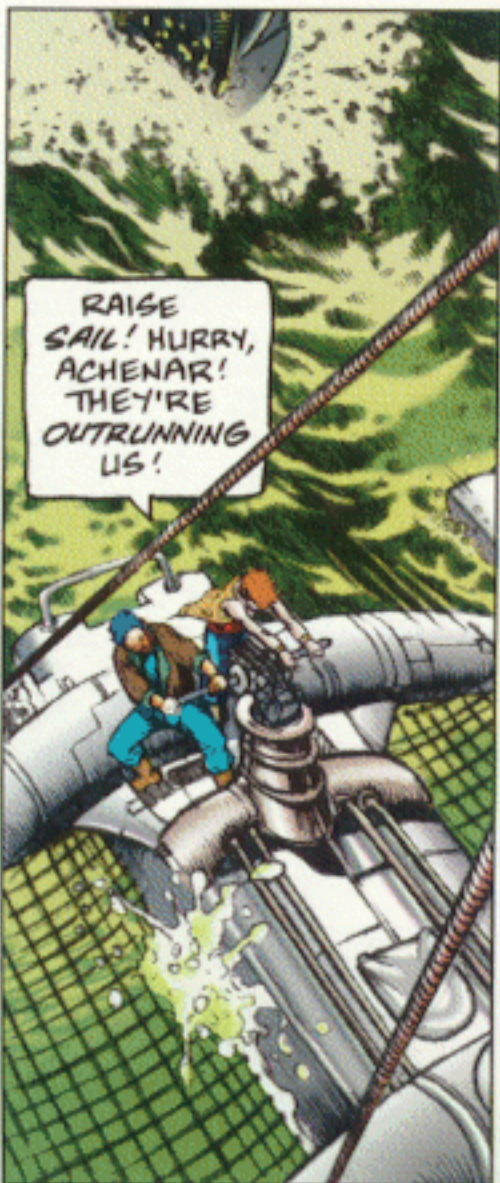
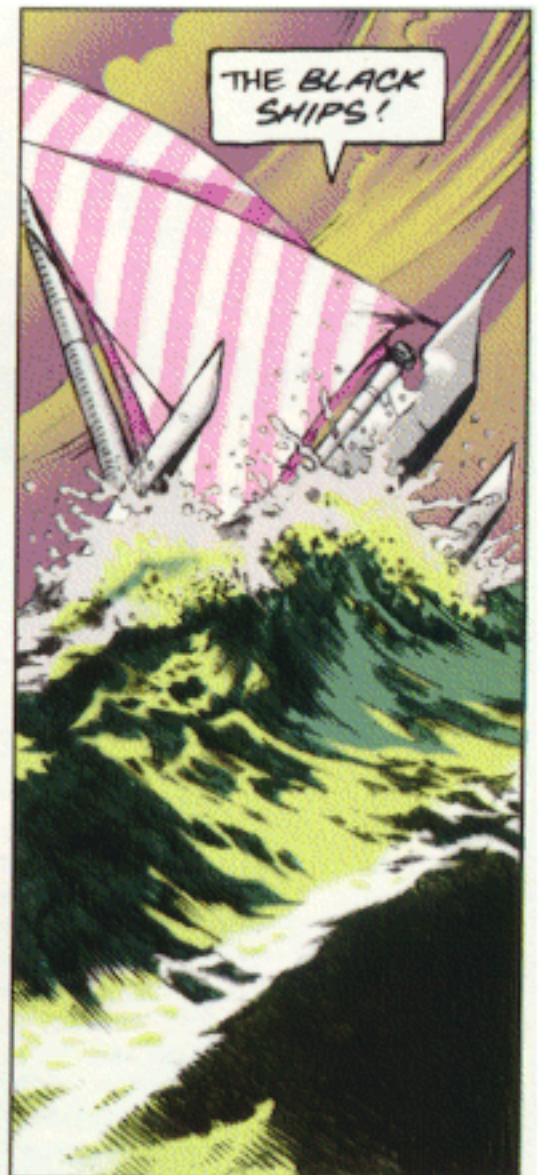
NOW,
CAST OFF!

AND DO NOT BE
OVERLY
CONCERNED ABOUT
FATHER'S JOURNAL.
HE HAS A
NOTEBOOK FOR
EVERY HAIR ON
HIS HEAD.



ATRUS WOULD
RATHER WRITE
THAN LIVE.

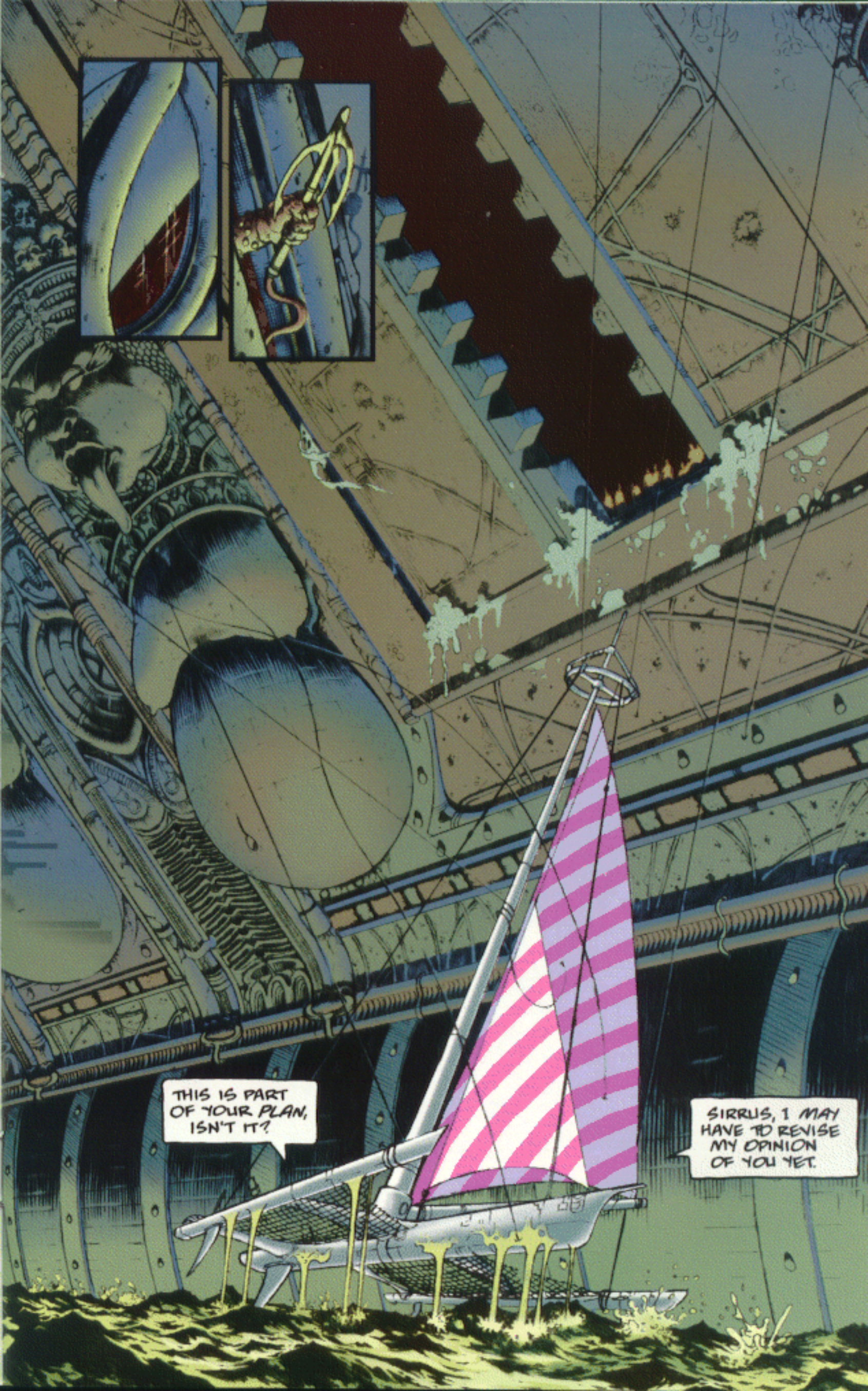
AND YOU DEFINITELY
DO NOT WANT TO HAVE
YOUR NOSE IN A BOOK
NOW. OUR ADVENTURE
IS JUST BEGINNING.

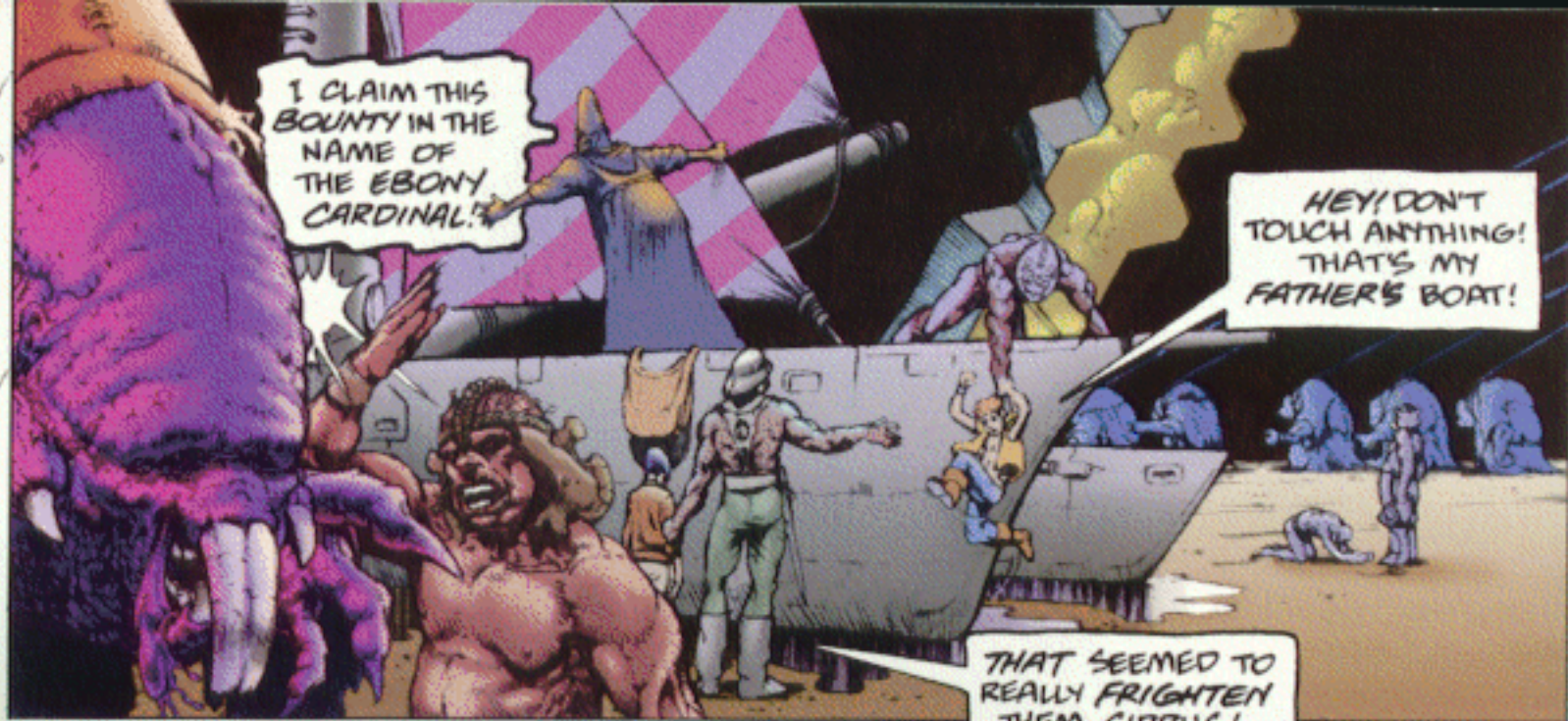




THIS IS PART
OF YOUR PLAN,
ISN'T IT?

SIRRIUS, I MAY
HAVE TO REVISE
MY OPINION
OF YOU YET.





I CLAIM THIS BOUNTY IN THE NAME OF THE EBONY CARDINAL!

HEY! DON'T TOUCH ANYTHING! THAT'S MY FATHER'S BOAT!

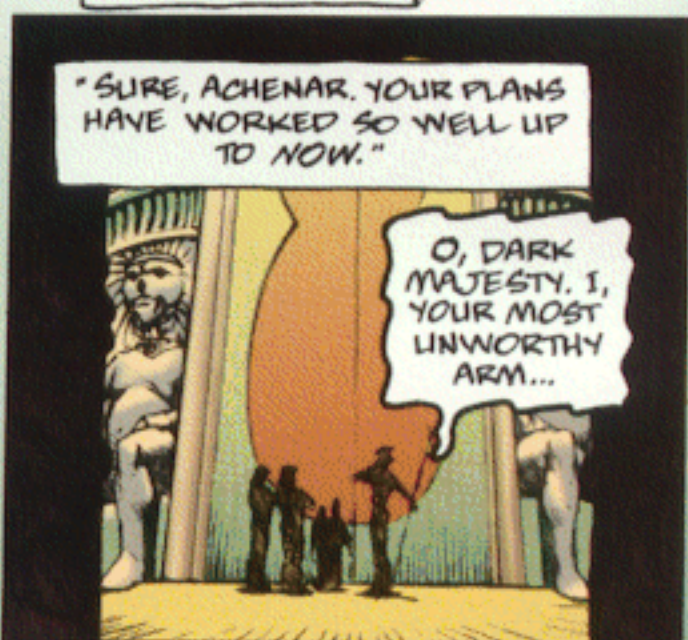
THAT SEEMED TO REALLY FRIGHTEN THEM, SIRRUS!



Ugh! WHEN DOES THE FUN BEGIN, ACHENAR?

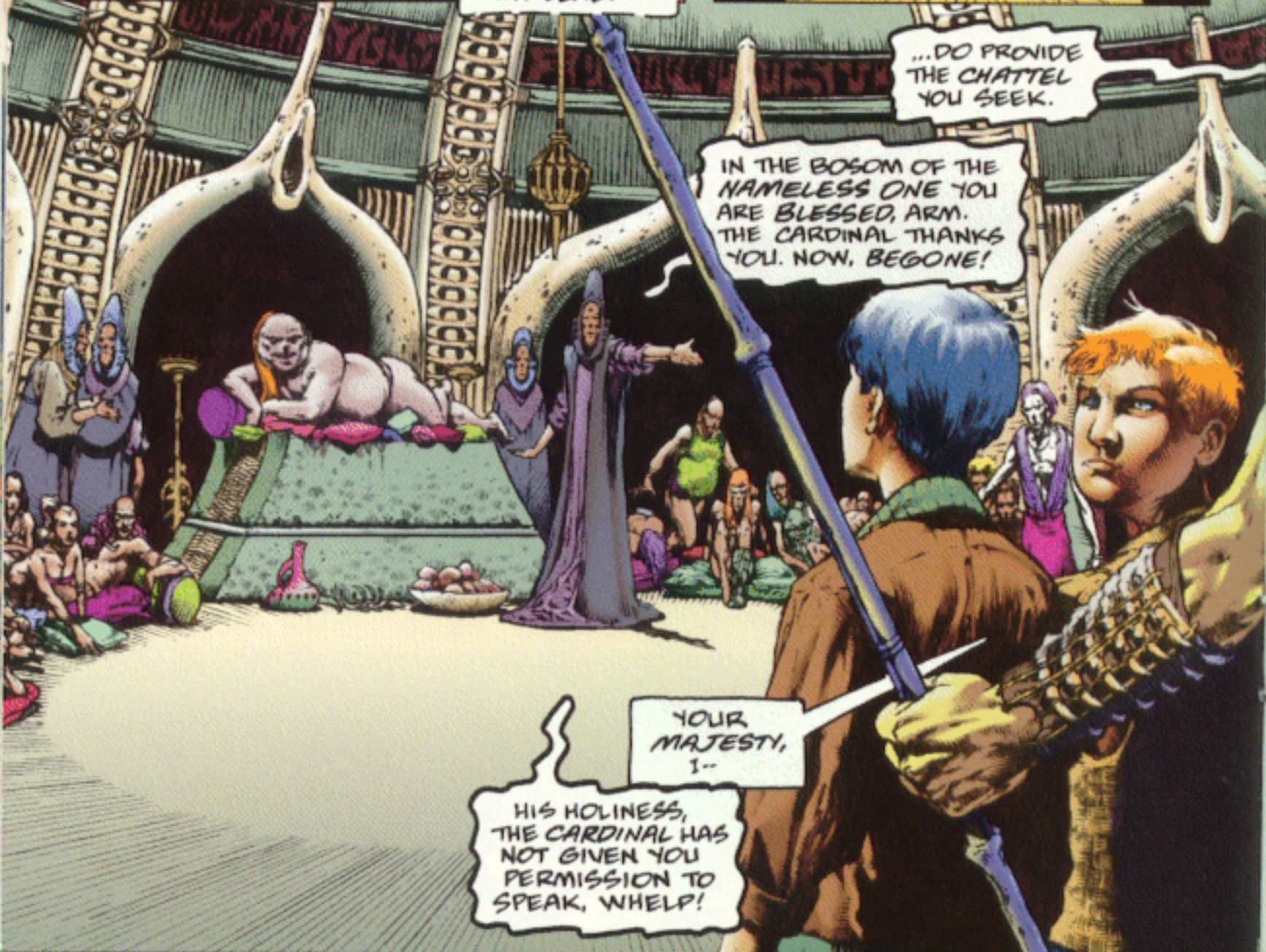
CALM YOURSELF, BROTHER. IT'S ALL PART OF THE PLAN...

JUST FOLLOW MY LEAD.



"SURE, ACHENAR. YOUR PLANS HAVE WORKED SO WELL UP TO NOW."

O, DARK MAJESTY. I, YOUR MOST UNWORTHY ARM...

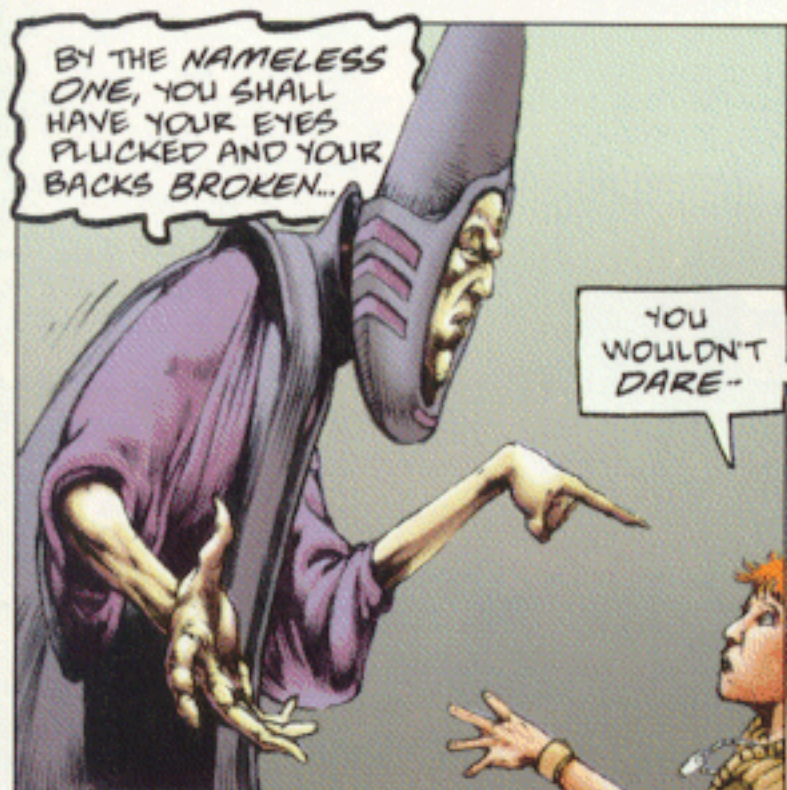


...DO PROVIDE THE CHATTEL YOU SEEK.

IN THE BOSOM OF THE NAMELESS ONE YOU ARE BLESSED, ARM. THE CARDINAL THANKS YOU. NOW, BEGONE!

YOUR MAJESTY, I--

HIS HOLINESS, THE CARDINAL HAS NOT GIVEN YOU PERMISSION TO SPEAK, WHELP!





SIRE, I AM
ACHENAR, AND
THIS IS MY
BROTHER, SIRRUS.

WE HAVE A
PROPOSITION
FOR YOU...

WE
DO?



THOU MAY
SPEAK, SON
OF THE
ATRUS.

WE ARE FAIR-
MINDED, EVEN TO
THE SCIONS OF
OUR NEMESIS.

WE SHALL GIVE
YOU THE MEANS
TO EXTEND YOUR
DOMINANCE OVER
THIS AGE-IF YOU
ALLOW US SAFE
PASSAGE THROUGH
YOUR WATERS.

FATHER WILL
NEVER BE ABLE
TO FIND US IN
BLACK SHIP
TERRITORY.

WE WILL BE ABLE
TO GO WHEREVER
WE WANT-WITHOUT
INTERFERENCE!

THIS IS
YOUR GREAT
PLAN?

THOU... BARGAINS
WITH US? THOU HAST
COURAGE AS VAST
AS OUR DOMINIONS!

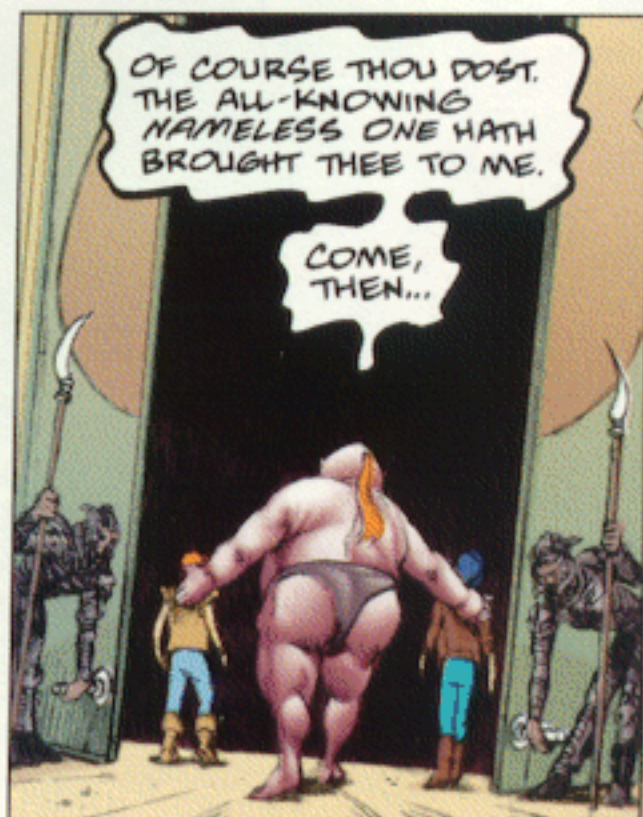


WHAT THOU SEEKEST, THOU
MAY HAVE, YOUNG ONES--
AND MORE. YES, THOU
SHALL JOIN US IN BODY
AND SPIRIT.

YOU WOULDN'T
DARE TO MAKE US
SLAVES!


YOU ARE WARRIORS,
NOT THRALLS. YOU ARE
FREE TO DEPART, IF
THAT IS YOUR DESIRE.

WE...WE WANT
TO JOIN YOU!



OF COURSE THOU DOST.
THE ALL-KNOWING
NAMELESS ONE HATH
BROUGHT THEE TO ME.

COME,
THEN...

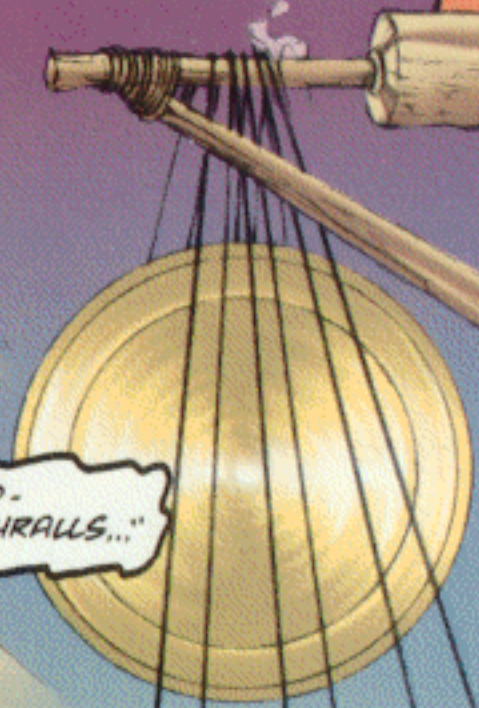


"...WE HAVE MUCH TO LEARN FROM EACH OTHER."



"THOU SHALT TEACH OUR ARTISANS THE SECRETS OF THE ATRUS."

"YET FIRST, THOU SHALT EXPERIENCE OUR SHIPS..."

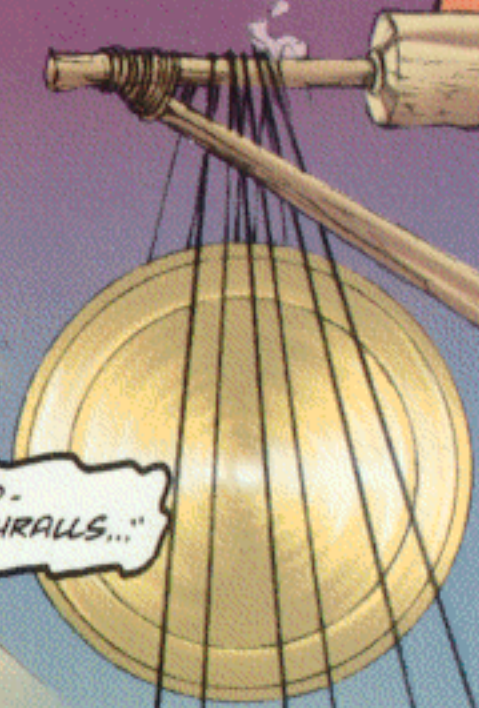


"...THE GLORY OF OUR ONBOARD ARMORIES..."



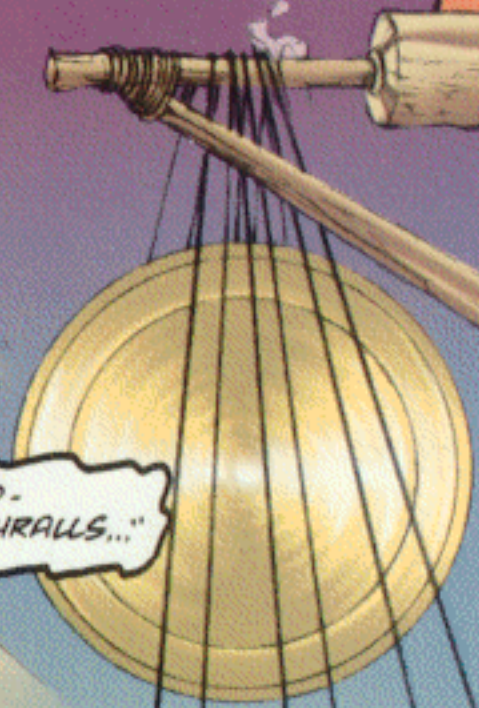

"...OUR PLEASURE GARDENS..."

"...OUR HARD-WORKING THRALLS..."

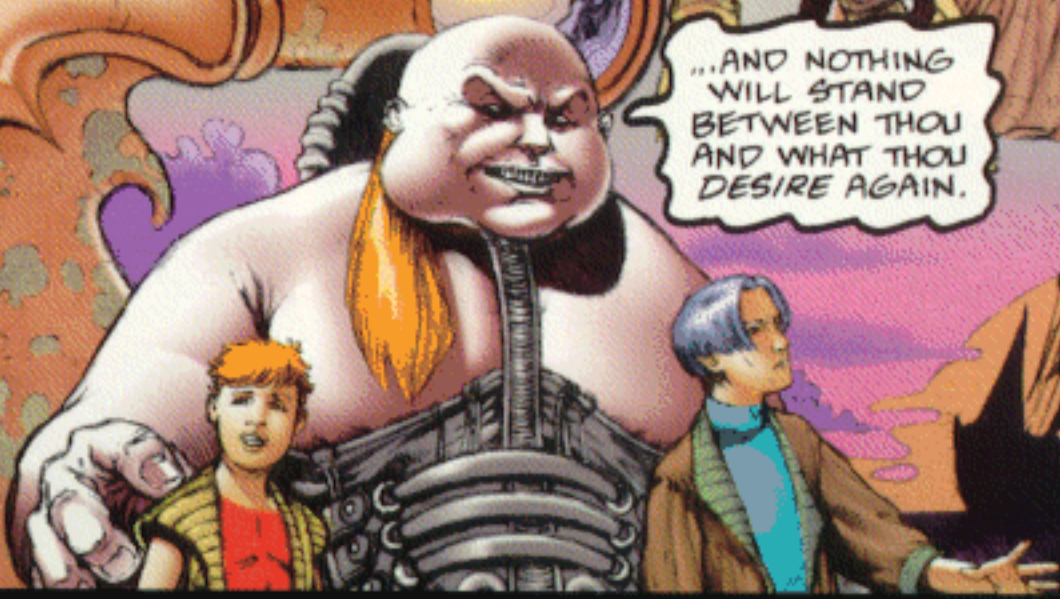


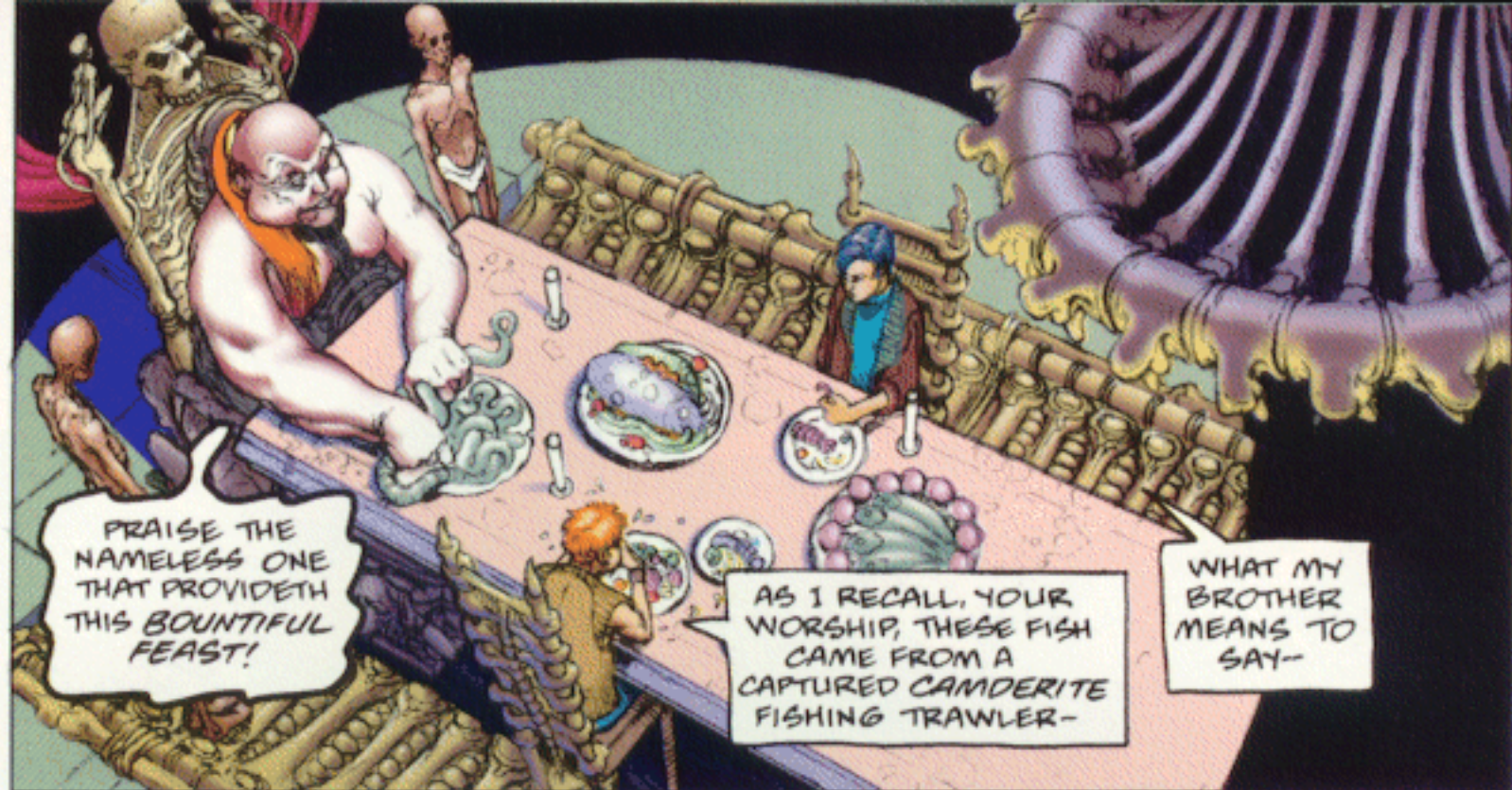
KNOW THAT THOU ARE OF OUR FLEET..."

"...THAT THE NAMELESS ONE DOOTH PROTECT THEE..."



"...AND NOTHING WILL STAND BETWEEN THOU AND WHAT THOU DESIRE AGAIN."

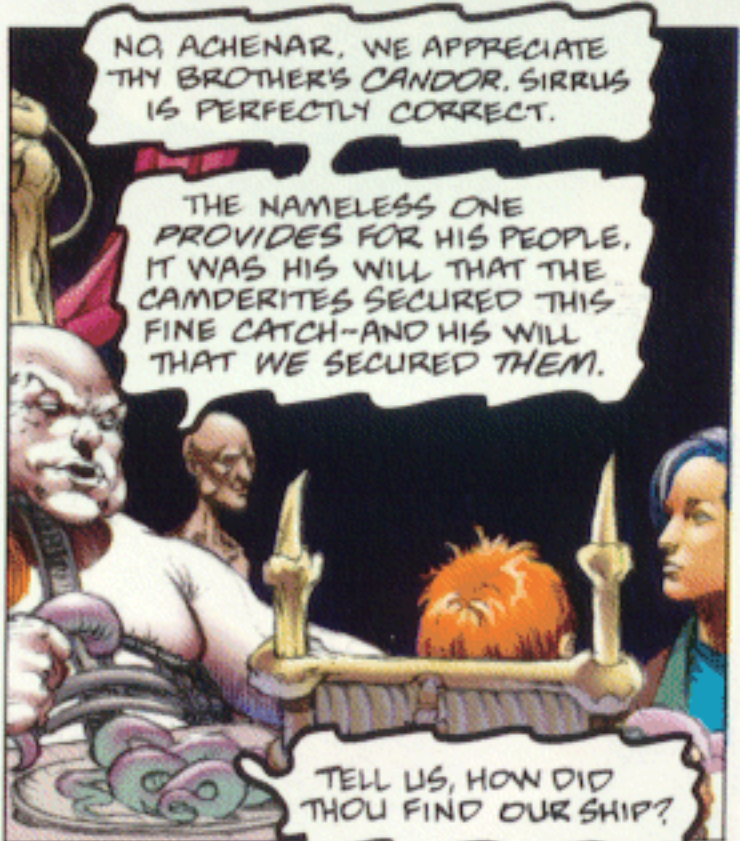




PRAISE THE NAMELESS ONE THAT PROVIDETH THIS BOUNTIFUL FEAST!

AS I RECALL, YOUR WORSHIP, THESE FISH CAME FROM A CAPTURED CAMDERITE FISHING TRAWLER-

WHAT MY BROTHER MEANS TO SAY-



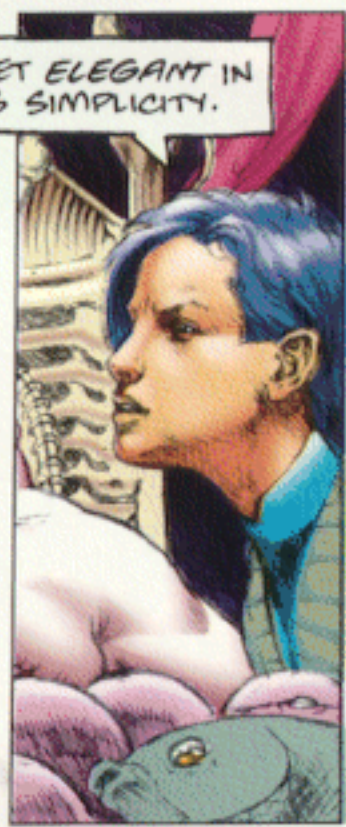
NO, ACHENAR, WE APPRECIATE THY BROTHER'S CANDOR. SIRRUS IS PERFECTLY CORRECT.

THE NAMELESS ONE PROVIDES FOR HIS PEOPLE. IT WAS HIS WILL THAT THE CAMDERITES SECURED THIS FINE CATCH-AND HIS WILL THAT WE SECURED THEM.

TELL US, HOW DID THOU FIND OUR SHIP?



EVERYTHING IS SO PRIMITIVE-



--YET ELEGANT IN ITS SIMPLICITY.



EXCELLENT. THEN THOU SHALL BEGIN WITH THY GLORIOUS IMPROVEMENTS AT FIRST LIGHT.

NO LONGER WILL OUR PEOPLE BE FETTERED BY ONE SUCH AS THE ATRUS.



MY BROTHER AND I LOOK FORWARD TO BEING OF GREAT SERVICE TO YOU, IF YOU CAN PROVIDE US WITH A FEW...

"...SMALL AMENITIES."

LOOK AT THIS PLACE, ACHENAR! EVEN FATHER NEVER HAD SUCH A WORKSHOP AS THIS...

HOW MANY TIMES DO I HAVE TO TELL YOU-- FORGET FATHER!

I SUPPOSE YOU'RE RIGHT...

ACHENAR, ARE WE DOING THE RIGHT THING? THE BLACK SHIPS--

--TAKE WHAT THEY WANT WHEN THEY WANT IT. BOO HOO HOO. LIKE THE CARDINAL SAID, THIS IS THE WAY OF THINGS.

DO YOU WANT TO GO BACK TO FATHER?

THE INDEX IS ALL WRONG, SIRRUS. YOU DO NOT HAVE A GRASP ON THE MATERIAL, SIRRUS. YOUR OBSERVATIONS ARE INCOMPLETE, SIRRUS.



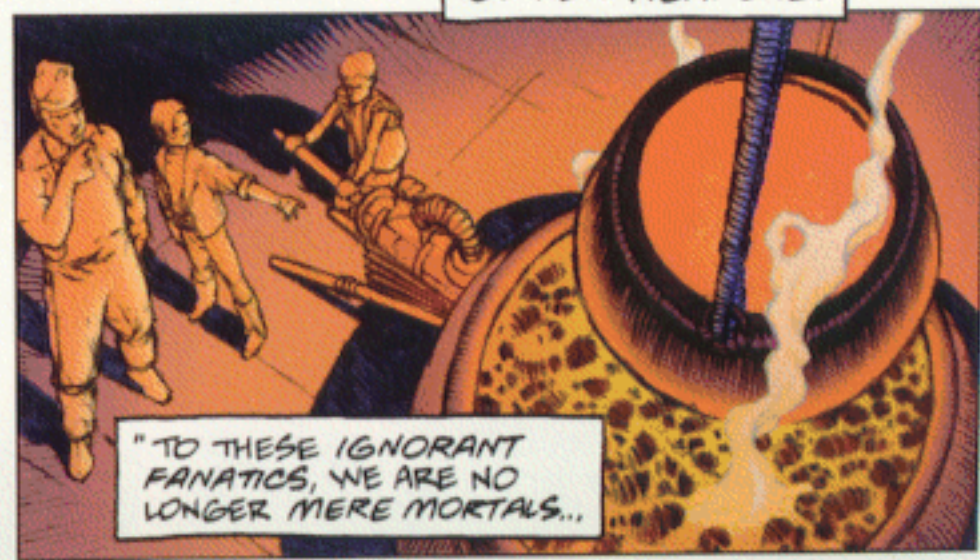
"LOOK AT ALL WE HAVE ACCOMPLISHED --WITHOUT ATRUS!"

"STEAM-DRIVEN HARPOONS..."



"...THE FORGING OF STEEL..."

"...AND THE CREATION OF NEW WEAPONS."



"TO THESE IGNORANT FANATICS, WE ARE NO LONGER MERE MORTALS..."

"...BUT GODS!"

THE DARK CARDINAL, THE
NAMELESS ONE INCARNATE,
SHALL NOW CONSECRATE
THE BOND OF
INITIATION...



COME FORWARD,
SONS OF ATRUS,
AND SHARE OUR
BLOOD.



THIS IS
ONLY
WINE,
ISN'T IT,
ACHENAR
?

ISN'T
IT?

"THE FIRST COVENANT
THAT THOU SHALT
ENTER IS OBEDIENCE
TO THE NAMELESS
ONE.

"THE SECOND IS TO
EMBRACE THE WONDER-
MENT OF DEATH, WHICH
IS THE SOURCE OF LIFE.

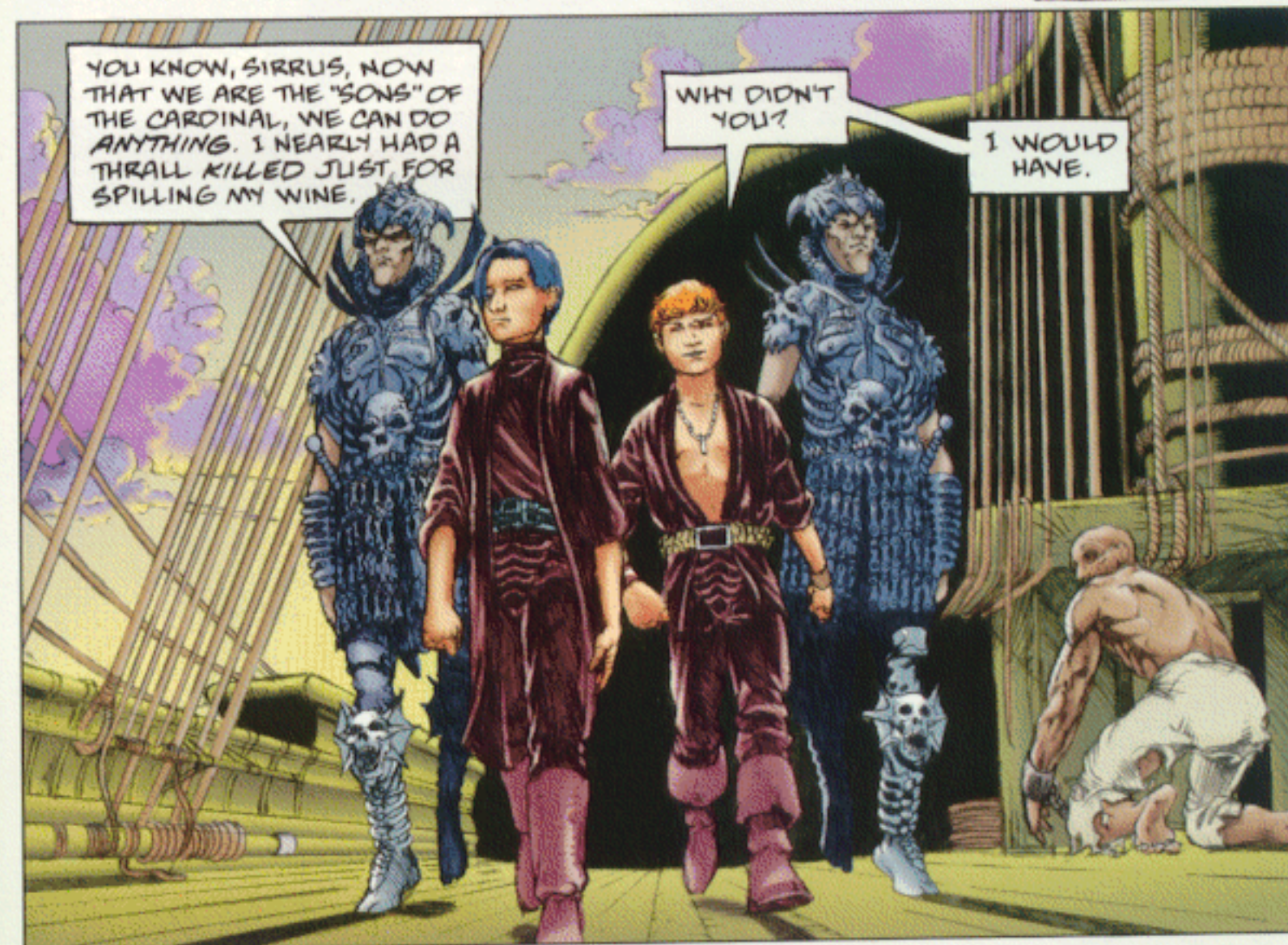
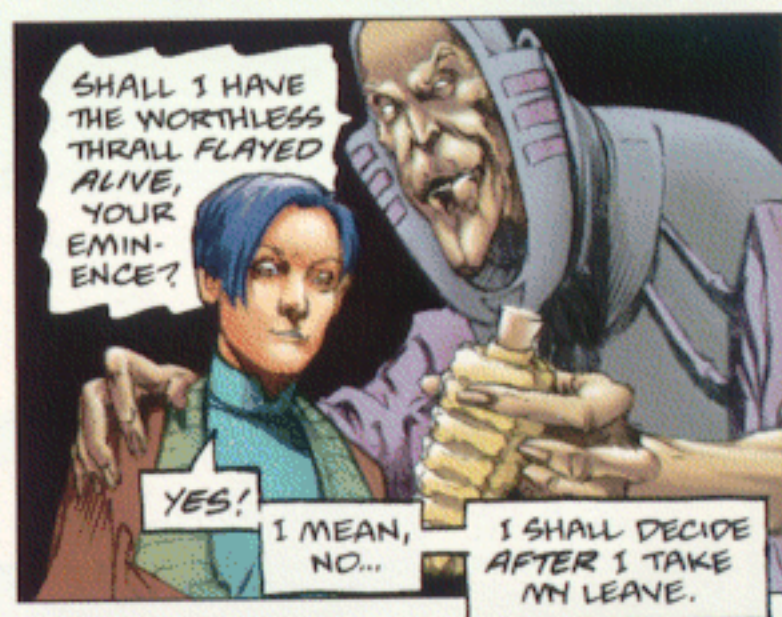
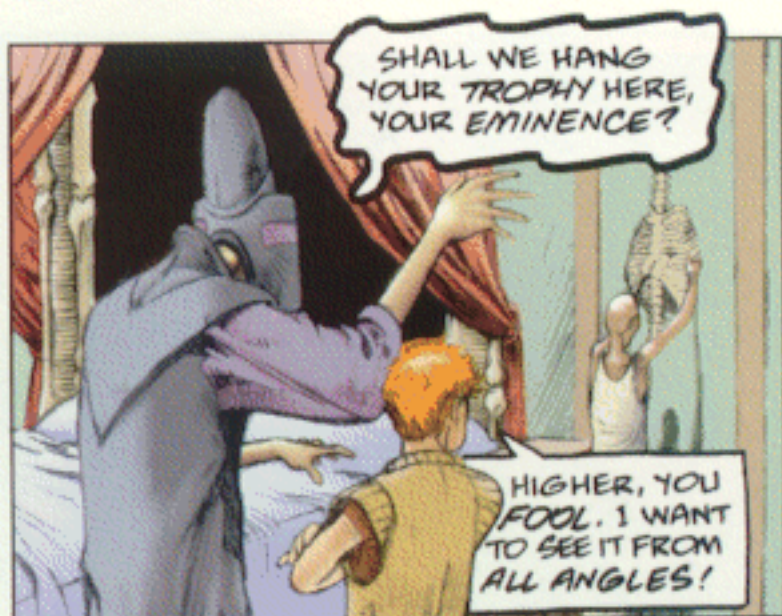
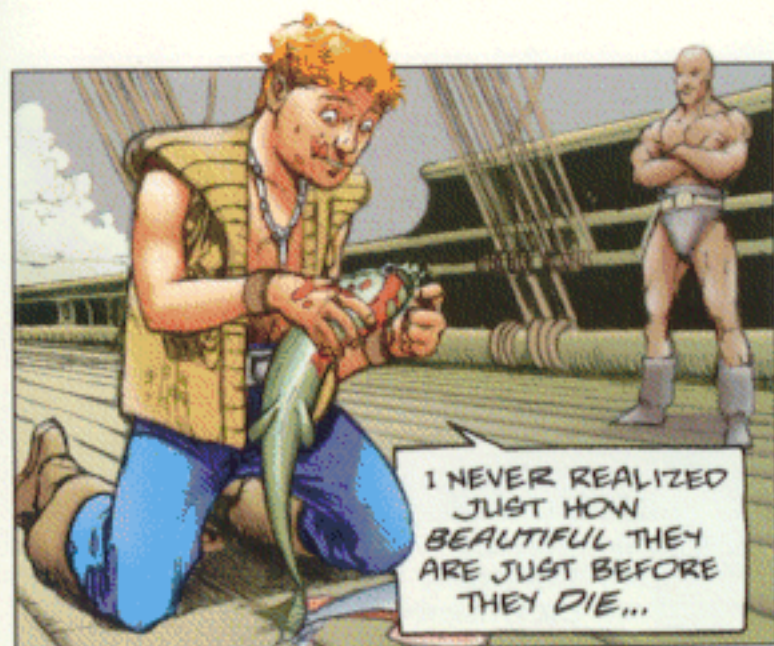
"AND THE THIRD
MYSTERY THOU
MUST NEVER
REVEAL..."

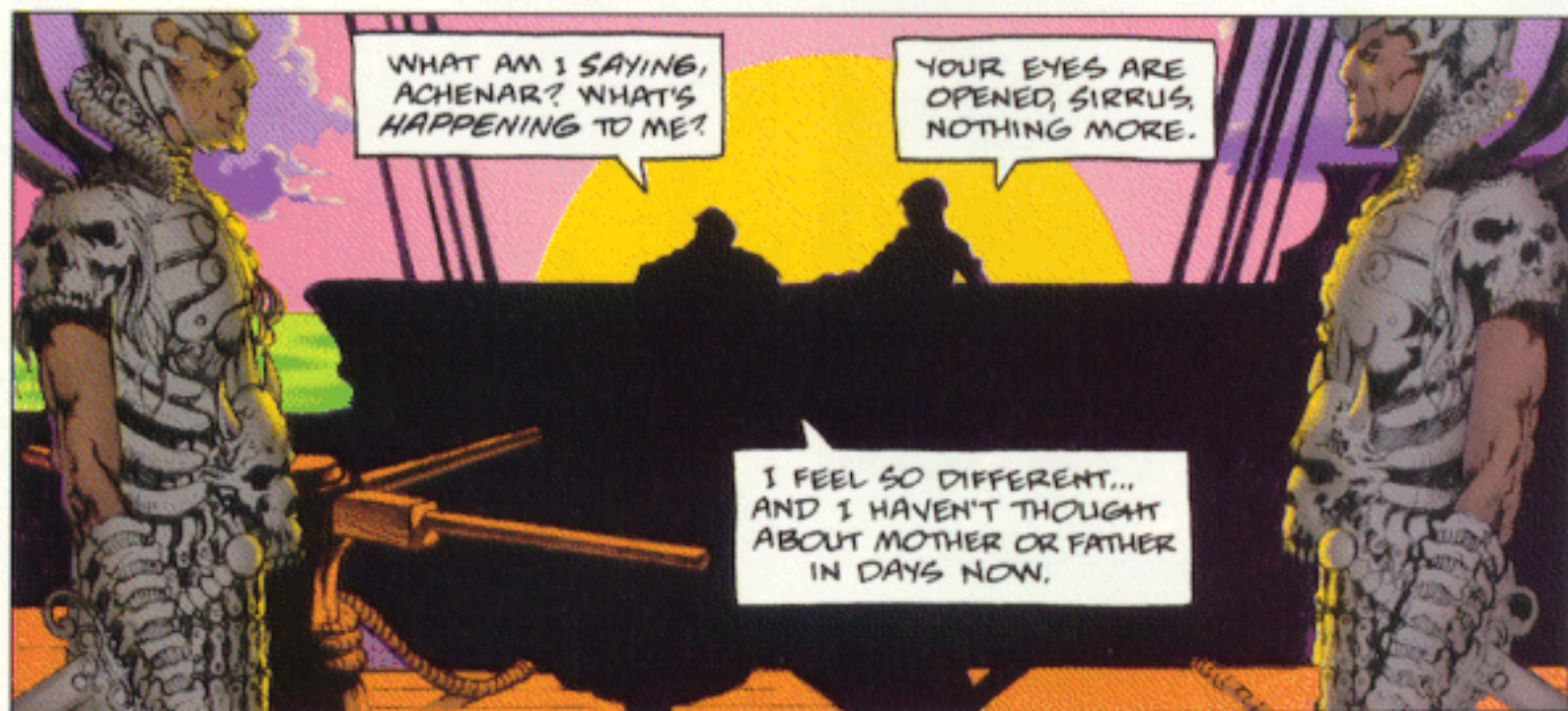


IT...IT'S
INCREDIBLE...

"HENCEFORTH,
THOU BOTH ART
MY SONS."



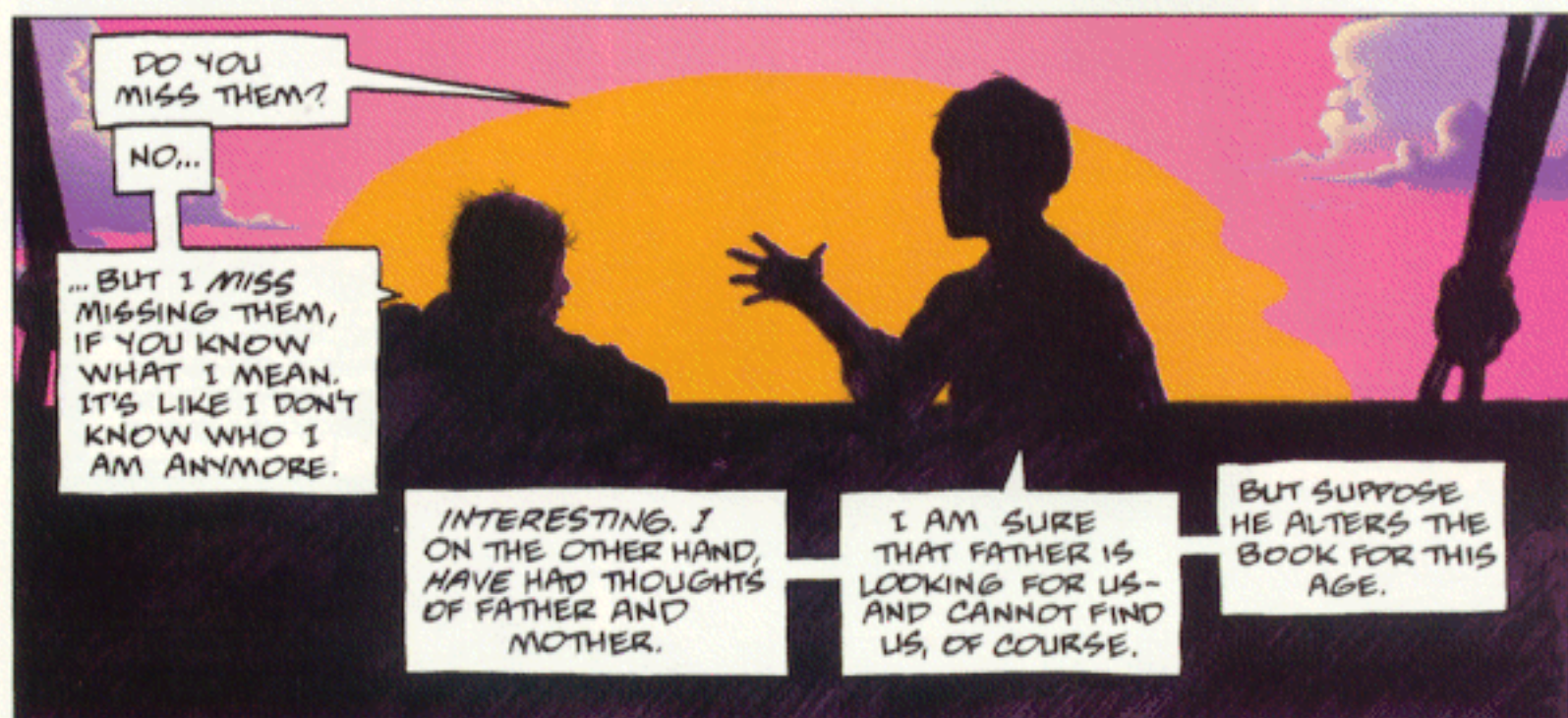




WHAT AM I SAYING, ACHENAR? WHAT'S HAPPENING TO ME?

YOUR EYES ARE OPENED, SIRRUS. NOTHING MORE.

I FEEL SO DIFFERENT... AND I HAVEN'T THOUGHT ABOUT MOTHER OR FATHER IN DAYS NOW.



DO YOU MISS THEM?

NO...

... BUT I MISS MISSING THEM, IF YOU KNOW WHAT I MEAN. IT'S LIKE I DON'T KNOW WHO I AM ANYMORE.

INTERESTING. I ON THE OTHER HAND, HAVE HAD THOUGHTS OF FATHER AND MOTHER.

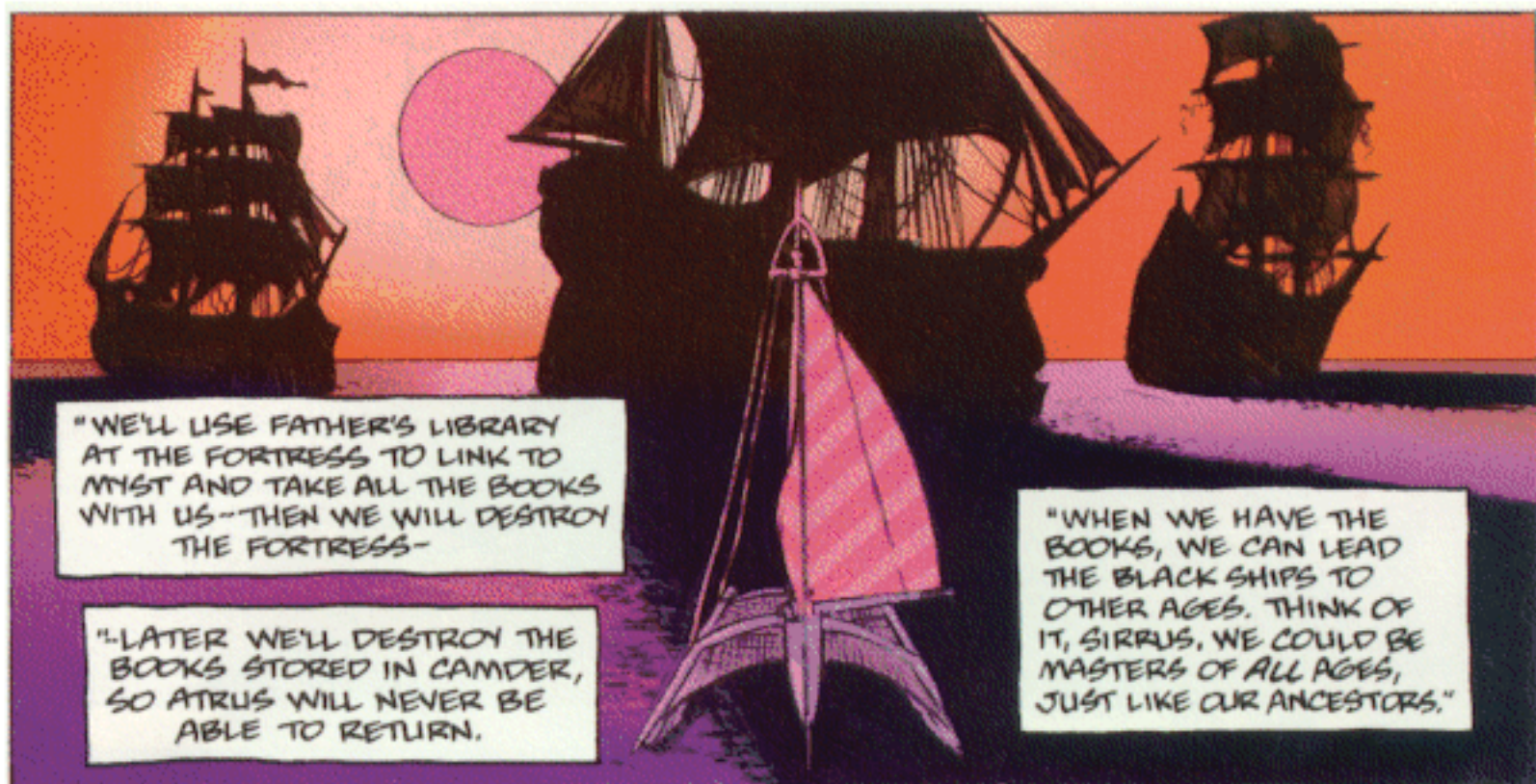
I AM SURE THAT FATHER IS LOOKING FOR US- AND CANNOT FIND US, OF COURSE.

BUT SUPPOSE HE ALTERS THE BOOK FOR THIS AGE.



THAT COULD CHANGE EVERYTHING--FATHER COULD DESTROY THIS ENTIRE AGE IF HE WANTED TO...

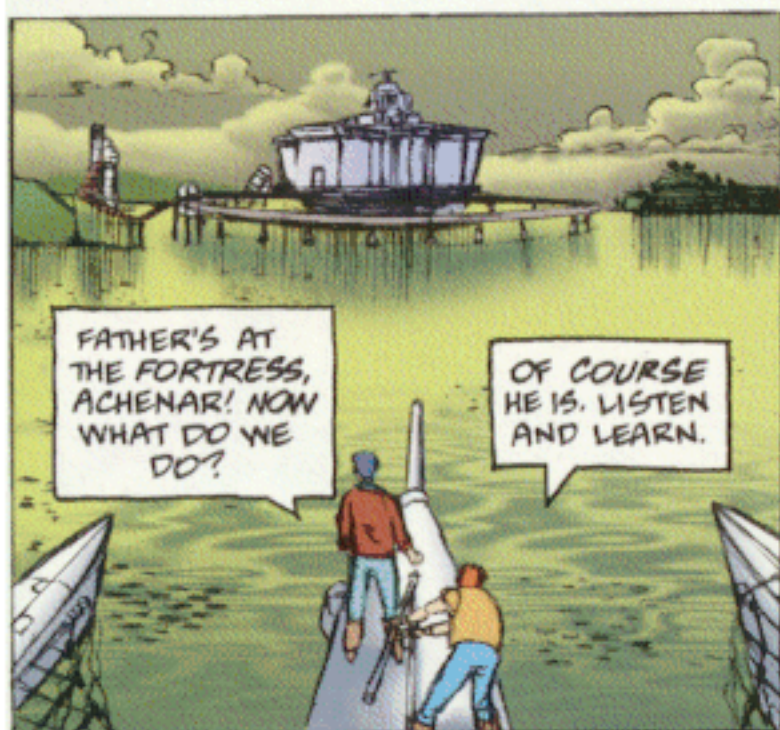
NOT IF WE POSSESSED HIS BOOKS, SIRRUS.



"WE'LL USE FATHER'S LIBRARY AT THE FORTRESS TO LINK TO MYST AND TAKE ALL THE BOOKS WITH US--THEN WE WILL DESTROY THE FORTRESS--"

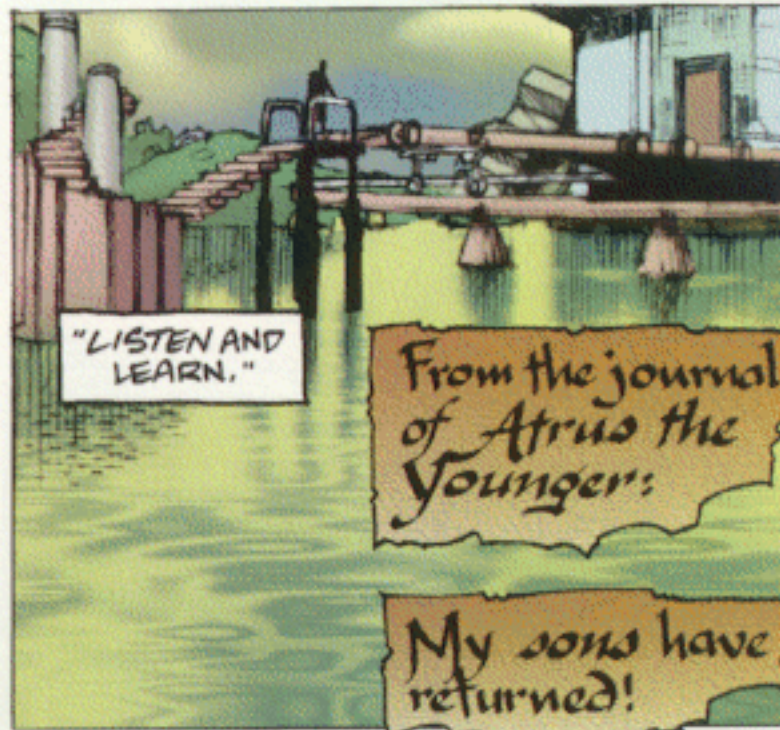
"LATER WE'LL DESTROY THE BOOKS STORED IN CAMDER, SO ATRUS WILL NEVER BE ABLE TO RETURN."

"WHEN WE HAVE THE BOOKS, WE CAN LEAD THE BLACK SHIPS TO OTHER AGES. THINK OF IT, SIRRUS, WE COULD BE MASTERS OF ALL AGES, JUST LIKE OUR ANCESTORS."



FATHER'S AT THE FORTRESS, ACHENAR! NOW WHAT DO WE DO?

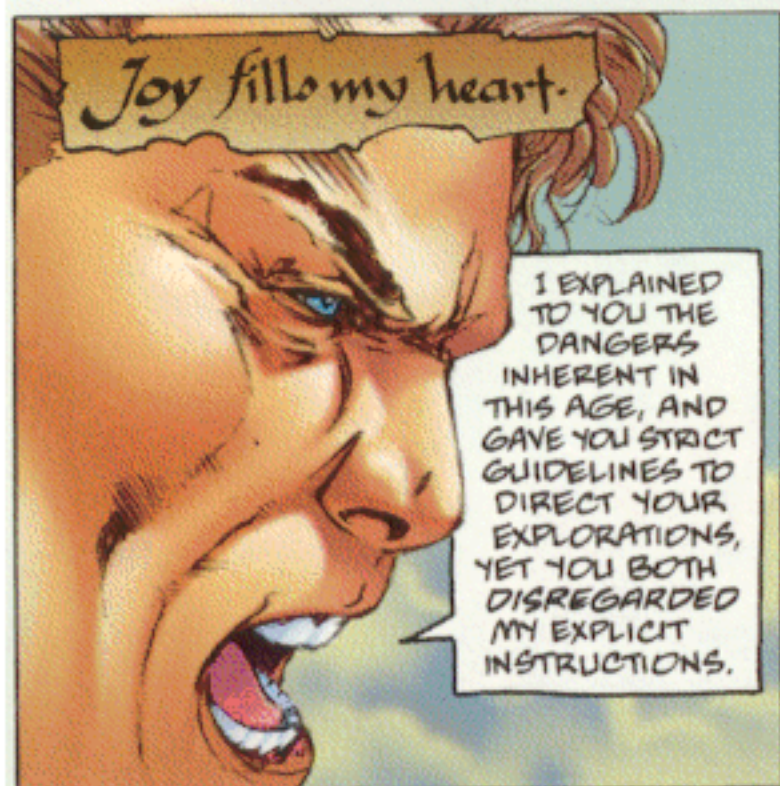
OF COURSE HE IS. LISTEN AND LEARN.



"LISTEN AND LEARN."

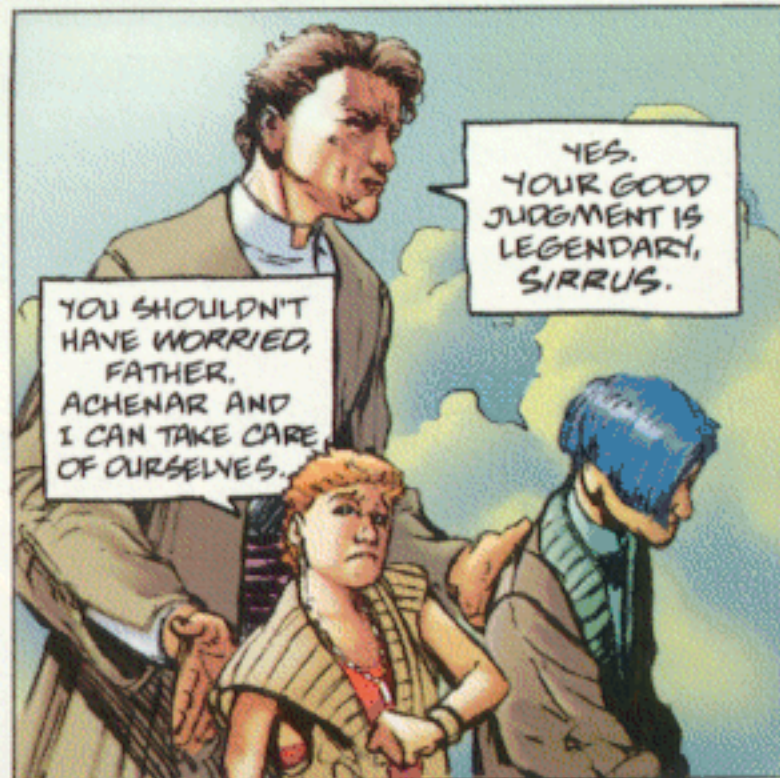
From the journal of Atrus the Younger:

My sons have returned!



Joy fills my heart.

I EXPLAINED TO YOU THE DANGERS INHERENT IN THIS AGE, AND GAVE YOU STRICT GUIDELINES TO DIRECT YOUR EXPLORATIONS, YET YOU BOTH DISREGARDED MY EXPLICIT INSTRUCTIONS.

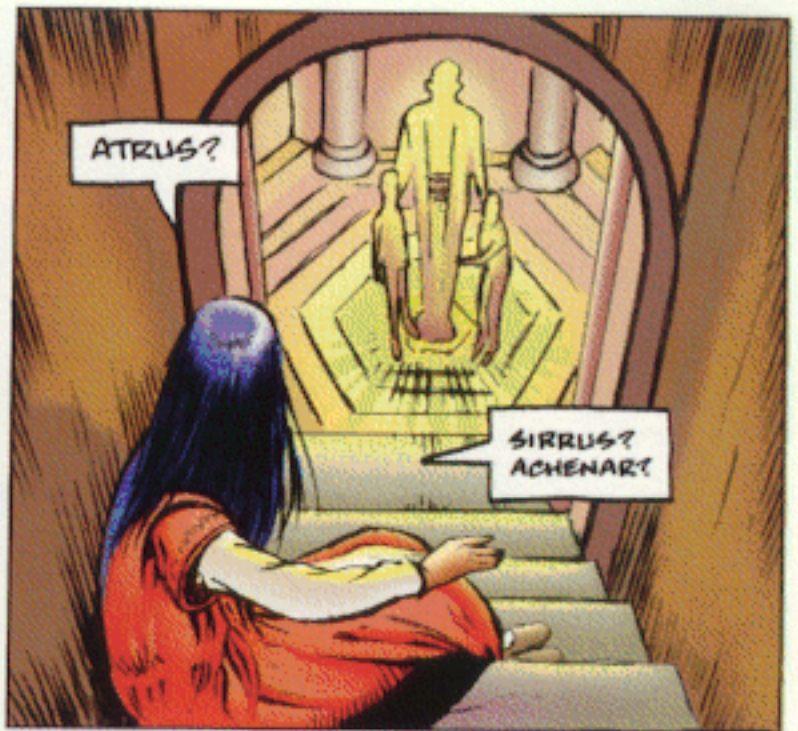


YOU SHOULDN'T HAVE WORRIED, FATHER. ACHENAR AND I CAN TAKE CARE OF OURSELVES.

YES. YOUR GOOD JUDGMENT IS LEGENDARY, SIRRUS.



"WE WILL IMMEDIATELY LINK TO MYST. YOUR MOTHER HAS BEEN EXTREMELY ANXIOUS."



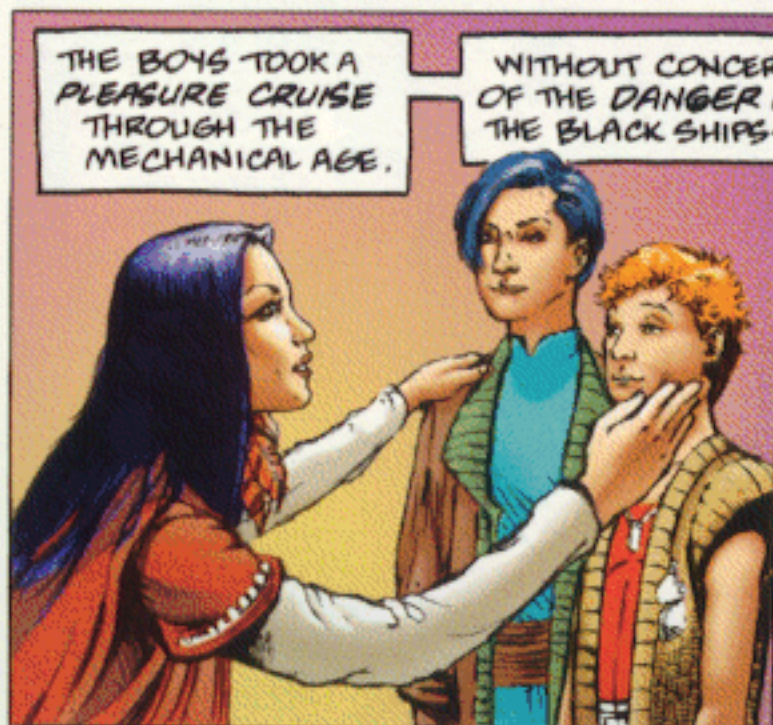
ATRUS?

SIRRUS?
ACHENAR?



THANK HEAVENS YOU BOTH ARE ALL RIGHT!

WHERE HAVE YOU BEEN?
WHAT HAPPENED TO YOU?



THE BOYS TOOK A PLEASURE CRUISE THROUGH THE MECHANICAL AGE.

WITHOUT CONCERN OF THE DANGER OF THE BLACK SHIPS--



--OR TO MY INSTRUCTIONS.



I PROMISE IT WILL NEVER HAPPEN AGAIN, MOTHER.



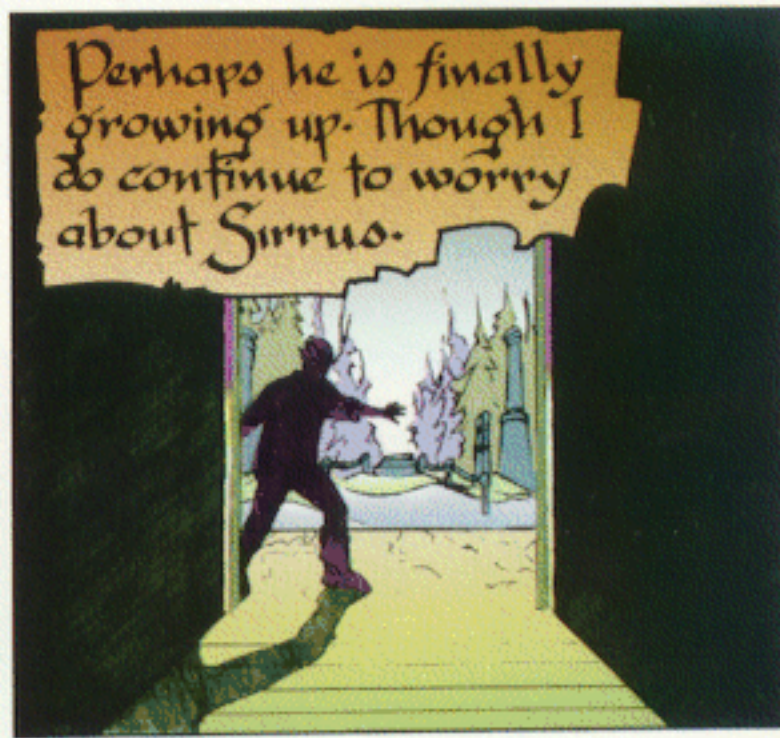
YOU ARE CORRECT, SIRRUS:
IT WILL NOT HAPPEN AGAIN.
FROM THIS POINT FORWARD,
YOU AND YOUR BROTHER
WILL NO LONGER BE ALLOWED
TO TRAVEL INDEPENDENTLY.

BUT, FATHER!
WE WERE
FINE!
REALLY! WE--

NO, SIRRUS, FATHER IS
RIGHT. WE DESERVE
TO BE PUNISHED FOR
OUR INCONSIDERATE
BEHAVIOR.



...at least Achenar is
taking full responsibility
for his actions.



Perhaps he is finally
growing up. Though I
do continue to worry
about Sirrus.



The Ages that I have
Written are dangerous
and unpredictable
places.



And yet my
sons have so much
to learn.



On reflection, perhaps
I was too hard on
them. After all, neither
of them was hurt.

I have a greater understanding of my father now...

A father's love is difficult to temper with reason.



THE NAMELESS ONE IS GRATEFUL FOR THIS WONDER, SON OF THE ATRUS.

TOGETHER, WE SHALL PUT THE BOOK TO GOOD USE... FATHER.

Next:
BETRAYAL!

A figure, falling through a crevice in a field of stars. Speaking the words, "...perhaps the ending is not yet written..."

Then the sound of wind, and waves, and a view of the island.

So began my adventure in the world of MYST. A world entered through a book, where pages became the key to the journey. As I wandered through that moody landscape, encountering Sirrus, Achenar, and Atrus, I was enraptured, compelled, and curious. It was unlike anything I had ever experienced before, and at the end of the game I was left with more unanswered questions. Paramount among them was the mystery of how to turn this unique experience into a continuing comic-book series.

Again, a book was the key to unlocking the secrets of the worlds introduced in MYST. I read the first novel, *MYST, The Book of Atrus*, and found that its pages held the key to the origin of Myst Island, and the struggle between Atrus and Gehn, his father. I read the second novel, *MYST, The Book of Ti'ana*, and learned even more about the fall of the great D'ni civilization and its legacy, the Art of Writing.

Just as the D'ni composed Descriptive Books (kor-mahn) with special ink, paper, and preparation, so the process of creating a comics world for MYST required research and ceremony. While a vast array of Ages are available for exploration in the comics series, it seemed wise to keep the first story arc close to the events in MYST to provide a bridge between the game, the novels, and the greater span of D'ni lore. So the four books that comprise THE BOOK OF THE BLACK SHIPS will attempt to provide some valuable information about the formative years of Sirrus and Achenar, leading to their tragic fate in the MYST game. Later volumes will delve further into untold tales of D'ni lore.

We've initiated our own exclusive Guild of Writers and Maintainers, and while the numbers have grown -- subsequent months will see a number of talented artists interpret the world of Myst -- our shared vision is unique. Come with us and travel to Ages so incredible, they can scarcely be imagined. Yet because we can describe them, they exist. Fall out of this world and into the world of MYST...the ending is far from being written.

Meloney Crawford Chadwick
Editor



2

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FABLE FROM MYST #0

- story of Guildmaster Varsil and his apprentice, Atak

MYST: THE BOOK OF TI'ANA (Second Novel)

- Anna's childhood on the surface
- Aitrus befriends Veovis
- Aitrus and Veovis become guild members
- Anna discovers D'ni and joins the D'ni civilization
- Anna marries Aitrus
- Gehn (son of Anna and Aitrus) is born
- Final revolt of Veovis
- D'ni is destroyed
- Aitrus and his parents die
- Anna returns to the surface with Gehn

MYST: THE BOOK OF ATRUS (First Novel)

- Atrus (Gehn's son) is born
- Gehn returns to D'ni ruins to revive The Art of Writing
- Anna raises Atrus on surface
- Gehn returns to surface for Atrus
- Gehn writes The Age of Riven
- Atrus rejects Gehn
- Atrus marries Catherine
- Catherine is trapped in Riven by Gehn
- Anna and Catherine write The Age of Myst Island to escape Gehn
- Atrus traps Gehn on Riven
- Atrus and Catherine escape to Myst

MYST: THE BOOK OF THE BLACK SHIPS

- Sirrus and Achenar learn treachery



MYST: THE CD-ROM GAME (First CD-ROM Game)

- Player arrives on empty Myst Island
- Atrus has traveled to various Ages, discovers damage done by sons
- Player finds Lost Book pages
- Player finds Linking Book
- Sirrus and Achenar trap Atrus in D'ni
- Player must restore pages to Books and find out what happened to Atrus and Catherine
- Player discovers Ages damaged by Sirrus and Achenar
- Atrus Links to Myst to destroy Books and Library; sons are permanently trapped
- Atrus remains imprisoned in D'ni by sons but has means to create additional Ages

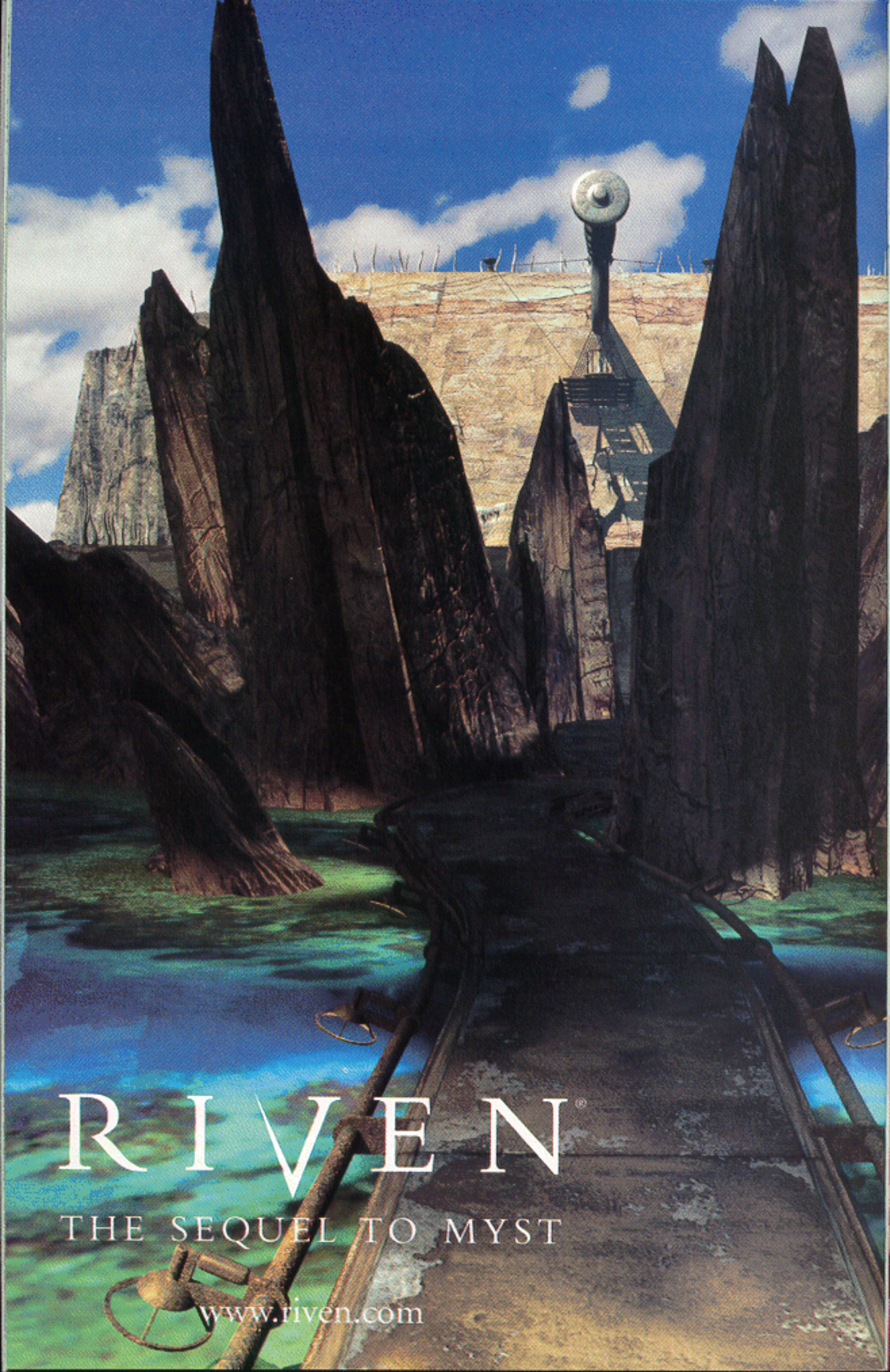


RIVEN: THE CD-ROM GAME (Second CD-ROM Game)

- Atrus sends player to Riven with a Trapping Book to capture Gehn and free Catherine
- Trapping Book is taken away from player upon arrival
- Player must retrieve Linking Book and ensure Gehn remainstrapped on Riven
- Player must free Catherine from Riven
- Details to come...Fall 1997

MYST: THE BOOK OF D'NI (Third Novel)

- Atrus is freed by the Averonies from D'ni Prison
- Atrus and Catherine rebuild D'ni with help of the Averonies
- Atrus makes incredible discovery, faces his life's greatest challenge
- Details to come...Fall, 1997



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