

Sampler · Companion Preview

THE COMPANION FILE

Origin notes, character concept art, the full relationship web, and the easter eggs hidden across Townley. The making-of book behind Epilogue-Agog.

BEHIND THE SCENES

CHARACTER ART

TEEN & UP (13+)

TOWNLEY CREMATORIUM · EST. 1967

6-PAGE PREVIEW · FULL EDITION \$19.99

PREFACE

It all started about two weeks before the story and companion notes came together. We were on a 45-minute Metro train ride down to Seaburn for a family day out at the coast, sitting with my wife and our son. I got to talking about an old, half-forgotten short story idea. I pulled out my phone and dug through some digital notes from a few years back, hunting for a working title I remembered: "Epilogue-AGOG". What popped up was just a single screen of bare-boned text: a string of funerals, each with its own self-contained ending, capped off by an anonymous Mr. Big getting his car blown to pieces by an android kitten in the middle of the road.

I told my son that these days, you can use AI tools to flesh out that kind of rough premise. Just to show him how it worked, I pasted those primitive notes into Google Gemini with a quick prompt asking if the story could realistically be expanded into a full graphic novel. Gemini leaned heavily into flattering my pride, telling me it was an unusual concept and that anything was possible.

The very next day, a quiet Sunday, I sat down and started sketching out a proper story structure. I am not an illustrator, and I have never attempted anything this complex in the graphic-design sphere. I simply wanted to see what happened if I took the pictures in my head and fed them to an image generator. I broke-up the base story from start to finish and used AI to help construct prompts for individual panels. I quickly realised it was best to build the book page by page, laying out panels to see what needed adding or cutting. As I went through the creation process, the gags, prompts, and easter eggs started snowballing. I kept the narrative split notionally into five separate stories so I could draft an overview, use AI to build a visual mind-map, and then connect the dots for cause-and-effect sequences, ignoring a linear time-line progression.

It certainly wasn't the most traditional way to write a book, especially for a first-timer. I burned through a mountain of creation credits early on because I had to learn the hard way that AI isn't infallible. Sometimes it took six to eight iterations before I got anything usable. Complex scenes were a nightmare for continuity. Trying to get the AI to accurately replicate a shop exterior versus its interior across different panels was genuinely ludicrous; window signs refused to stay unreversed, and doors would flip sides depending on the camera angle.

In the end, I exported all 106 panels individually, stitched them together page by page, and flattened each layout into an upscaled PNG file. Once every page was ready, I had Google Gemini hack together a quick script to assemble a complete 32-page interior PDF scaled for A4 third-party printing. I dropped the cover on via the print site's portal, and suddenly it was ready to publish.

Thanks to the flexibility of running my own fine art photography business with Wall Space North, I was able to dedicate about a week and a half flat out to the project. It was a fantastic way to show my son first-hand how, with enough sheer momentum, you can take an idea from a phone note to a printed 32-page graphic novel in a matter of days. Granted, character consistency wobbles a bit throughout the story. But given the blistering pace I set for myself before real-life obligations took over, and sticking strictly to a month's subscription budget of around twenty-six quid, I figured readers would take it in their stride, warts and all, much like those gritty, handheld indie films that somehow find an audience.

I even managed to salvage some of those wasted generation credits, recycling the bloopers, technical mishaps, and cutting-room floor rejects into appendix reels later in this companion book, alongside brand-new panels built with my remaining credits. To make it easier for my son and future generations to flip through, I later converted the PDF and cover into an online flipbook, which came up a treat. As of writing this preface, there are already plans afoot to roll out the story and companion content as an online gallery and collector-card merchandise line.....So stay tuned!

AndrewP, September 2026



CHARACTER MATRIX

who knows who — and what they're hiding



KEY TO THE STRING

- Shared Bigg's Burlesque Club / Crèche past
- On Bigg's payroll (employee / enforcer)
- Family ties
- Romance / client (dashed = past, unrequited or discreet)
- - - Rivalry / grudge
- Investigation / alliance
- Freelance work (legitimate)

TOWNLEY — EPILOGUE- AGOG COMPANION BOOKLET



EASTER EGGS & RECURRING PROPS

the little details, hiding in plain sight across Townley



ANDROID KITTEN



THE SOCK



MOON ROCK



USB STICK



BIGGS BOX

TOWNLEY — EPILOGUE-AGOG COMPANION BOOKLET

END OF PREVIEW

GO BEHIND THE CASE FILE

This has been a six-page preview of The Companion File. The full edition includes every character's backstory, the complete easter-egg chapter, the cut-panel appendix, and the story's generation-fail gallery.

THE COMPANION FILE — \$19.99

EPILOGUE-AGOG (MAIN BOOK) — \$24.99

books.by/andrew-pounder

epilogueagog.uk

Merchandise — [Redbubble store](#)

TOWNLEY CREMATORIUM • EST. 1967

Epilogue-Agog is a work of fiction. Teen & Up (13+) recommended.