THE WIZARD OF ZO

AND OTHER COLLECTED WORK

Jhonny Wruskin

with a foreword by Jeffrey W. Jackbury

SnuffBox Press

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DEDICATION

This book is dedicated to Dostoevsky (who taught me to dance like no one is watching),

Nietzsche (who taught me to love like I've never been hurt),

the scholars of the SAE Conference (who taught me to speak like no one is listening),

and Aeschylus (who taught me to live like it's heaven on earth).

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PREFACE

It is an honor for SnuffBox Press to publish a 2020 edition of this early work of Jhonny Wruskin. Previously self-published by Wruskin himself in 1996, this edition of *The Wizard of Zo* is intentionally being released to coincide with the twenty-fourth anniversary of this griping and powerful work.

Jhonny Wruskin is the pseudonym for an early twenty-first century humanities professor at a humble Michigan college where they know not of his significant achievements. Wruskin prefers the anonymity of a penname and the employ of a non-prestiguous school where his brilliant talents go wasted on "teaching" because, in his words, "I would easily succumb to the temptation and allure of celebrity and cease to create my important art for the greater benefit of society". We all are grateful for Wruskin's selfless commitment to his writing and art to the betterment of us all.

When word leaked that SnuffBox Press was publishing a 2020 edition of *The Wizard of Zo*, we had so many scholars vying to write the foreword to this book that we had to literally beat them off with a stick. (Note the use of the word '*literally*'. We actually did beat scholars with a stick, but most of them were adjunct professors and didn't mind). Ultimately, Wruskin settled for Jeffrey W. Jackbury scholar, past-collaborator, and one-time friend. Jackbury let bygones be bygones and drafted a foreword fitting enough to stand alongside *The Wizard of Zo*.

To commemorate the twenty-fourth anniversary of *The Wizard of Zo*, this book also includes previously unpublished material from Wruskin. *A Labor Day Carol, previously unpublished,* is an unfinished work on the difficulties of celebrating a holiday. The book concludes with an afterword from Wruskin himself reflecting on the significance of *The Wizard of Zo* more than two decades after he first set pen to page.

At SnuffBox Press, our hope and prayer is that not only will this edition of *The Wizard of Zo* bring the work of Wruskin to a new generation of readers, but also provide a waypoint for scholars and future researchers to fixate upon as they study and write about Wruskin's impact for decades to come.

Daniel Dunbar, Publisher SnuffBox Press

FOREWORD

Many forewords are by their very nature hyperbolic and gratuitously flattering. This foreword is by no means an exception to that rule; yet the reader should be advised that the contents of this esteemed book are at the same time equally groundbreaking as it is utilitarian—leading toward a kind of universal peace that the world has not heretofore observed.

You might be aware of Jhonny Wruskin's previous works, *Swell People*, not to mention his semi-autobiographical novel, *A Canticle for Rinckowitz*: *An Electrical Engingeer's Tale*. His filmography too speaks for itself with laudable pictures including, but not limited to, *The Dynasty of Duck: Microbial Organisms Residing in the Beard of Hunters*, and of course, *Krebill's Fables: Stories of Truth*. While lines on one's vitae speak for themselves, my task at hand is to take a deep dive into the inglorious and tortured life of this famed author of *The Wizard of Zo*. I take writing this foreword about his character to be both a privilege and an obligation to fate—as my ice fishing buddy once said, "Once one said 'God' when one looked upon distant seas; but now I have taught you to say: overman." Never a truer word, Kevin, never a truer word.

And such it is with *The Wizard of Zo*. With perennial lines like, "Golly this is taking a <u>long</u> time," and "Say! You have no legs! Wump! Wump! Wump! Wump! Wump! Wump! Wump! Wump!" Literary critics have a difficult time putting into words the kind of existential angst this creative language engenders. What is most remarkable about this almost-Newbery Award winning book* is that Wruskin penned this opus as a young child showing the world that he was the Beethoven-equivalent for graphic novels, deafness and pimple-popping notwithstanding.

My thorough analysis into Wruskin's beautiful mind has taken me to places that readers might find wholly disturbing, yet I on the other hand have found his esoteric quirks to be a refreshing respite from the dull academic speak of the late Modern Era. Are Wruskin's Tourette-like stammering's about the murder of a colleague—a "Brent-cleansing" as he so often utters under his breath—threatening to the general public? No, of course not. Is it threatening to his colleague 'Brent'? Most definitely. But this is the unparalleled ingenious creativity that we have come to expect from a savant like Wruskin. No harm will likely come to said 'Brent'; and if it does, the world welcomes such a small, meaningless sacrifice at the hands of a creative genius like Wruskin.

In this book we find a heroin who, despite all odds, is able to anachronistically transcend both time and space and find, in the end, that she is only transcending herself. How true, Wruskin, how true. I know I can speak for the readership when I mention that I cannot imagine how my life would be different if, as I child, I did not read the eloquent words from Dorthy (sic), "Bye everyone! It was nice walking with you, but not real nice. So long!" And just like that, Dorthy wakes from her slumber with a mask covering her face. Wruskin's message to his audience are obvious: Figure out what masks you are wearing to society, and then destroy all persons, places, and things that get in the way of you keeping those masks right where they are, baby!

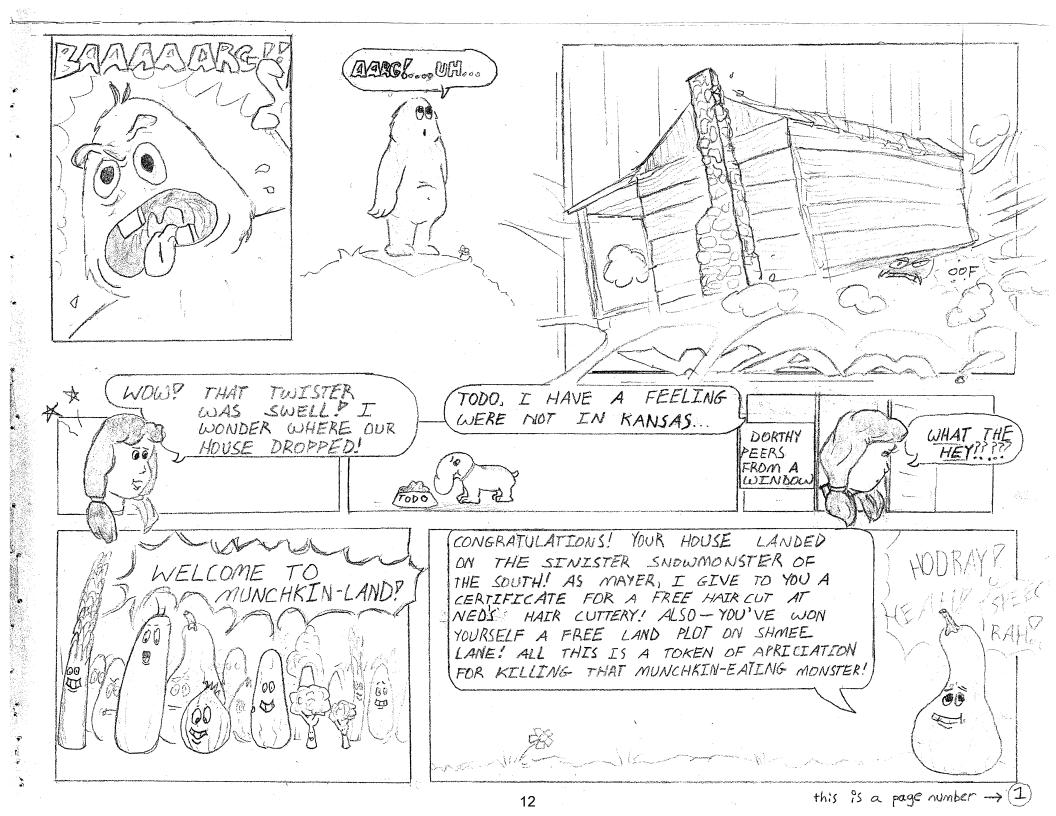
I sincerely hope the readers enjoy this book as much as I have. And—Lord hasten the day!—at some time in the near future, when the universe calls you back to the stardust from whence you came, remember that whether or not you have a face is not the issue (as some weird clown wizard can just draw one on with a permanent marker). The real issue is what are you going to do with the manically drawn face on your straw-man body. Take us home, Wruskin. Take us home.

Jeffrey W. Jackbury September 2020

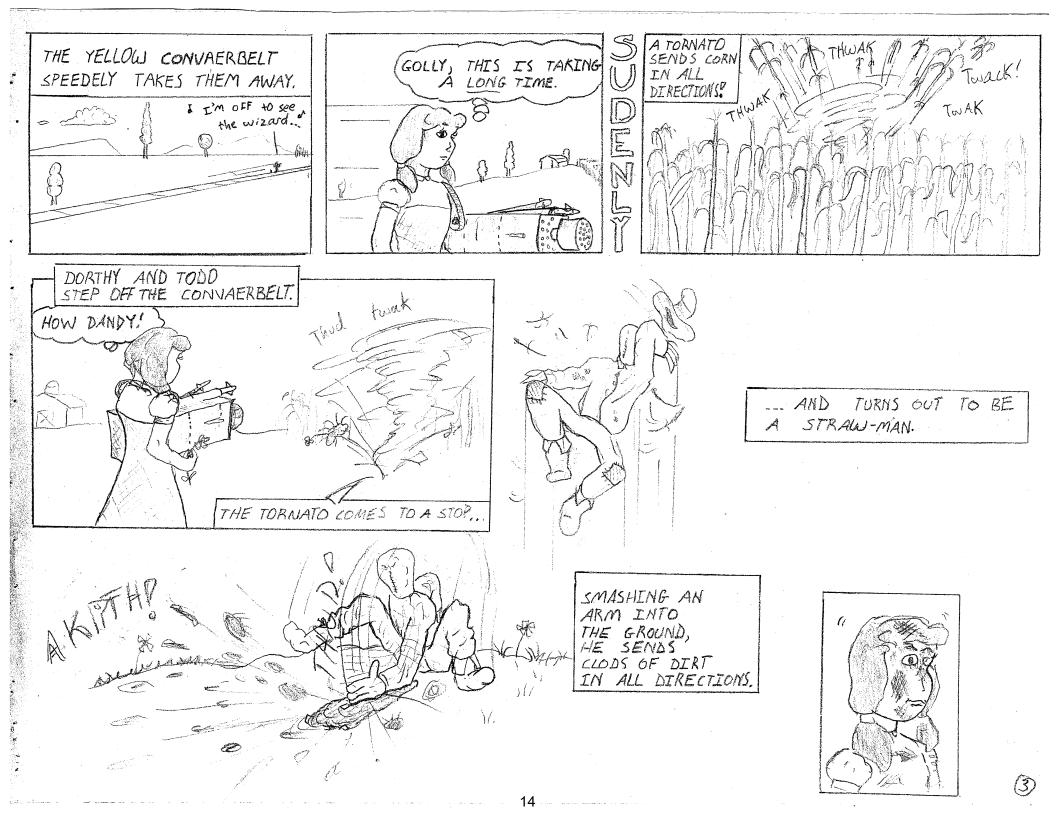
THE WIZARD OF ZO

The Wizard of Zo

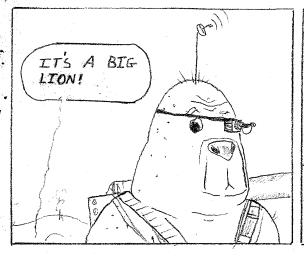
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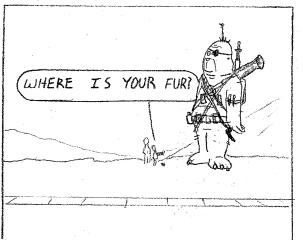


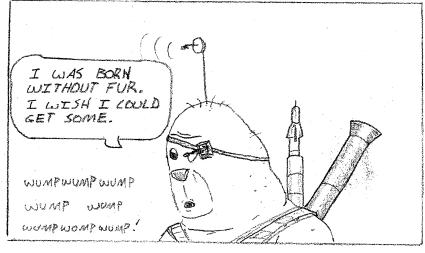




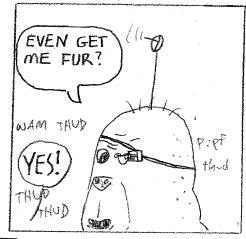












MAM WUMP WAM WUMP WAM WUMP WAM WUMP WAM WUMP WAM WUMP WAM WIMP

(11-0)

WUMT WUMD wunt WUMP WUMP MUM WUMP MUMP WUMP WUMP WUMP WUMP MUMP WUMP

OH THAT'S THE STRAW MAN. HE DOES STUFF LIKE THAT WHEN HE GETS EXCITED.

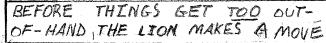


WAM

ONCE AGAIN OUR FRIENDS CONTINUE THEIR QUEST.

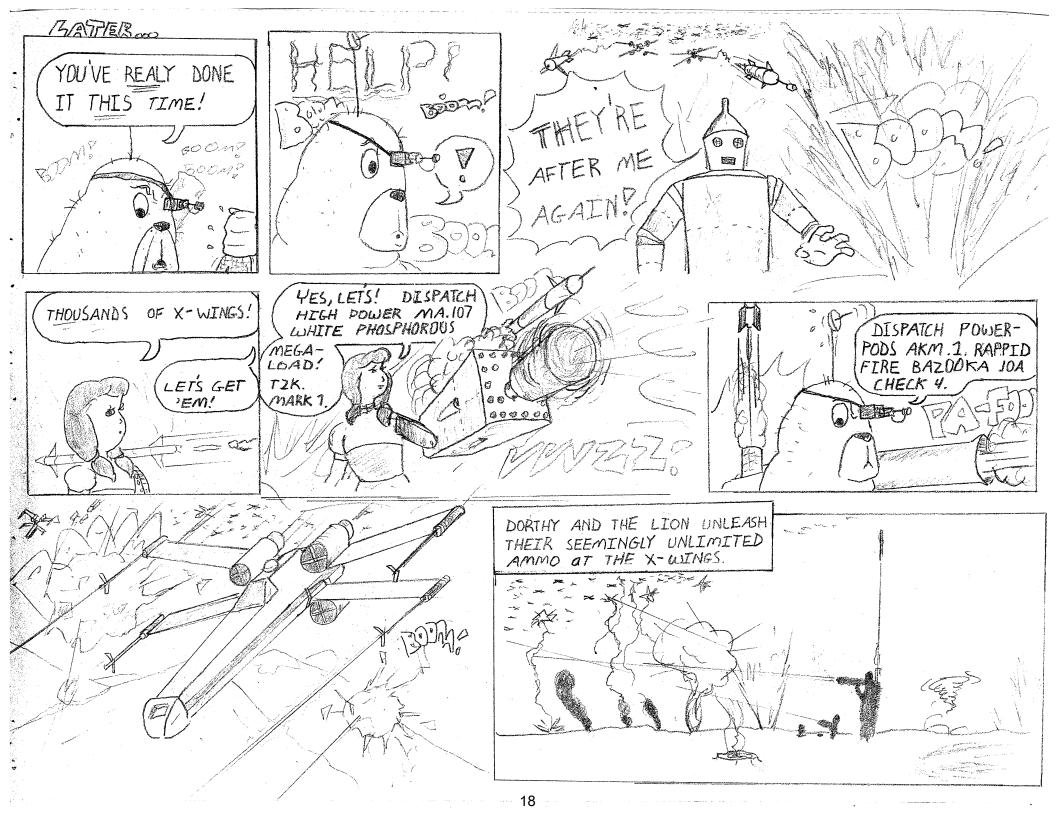


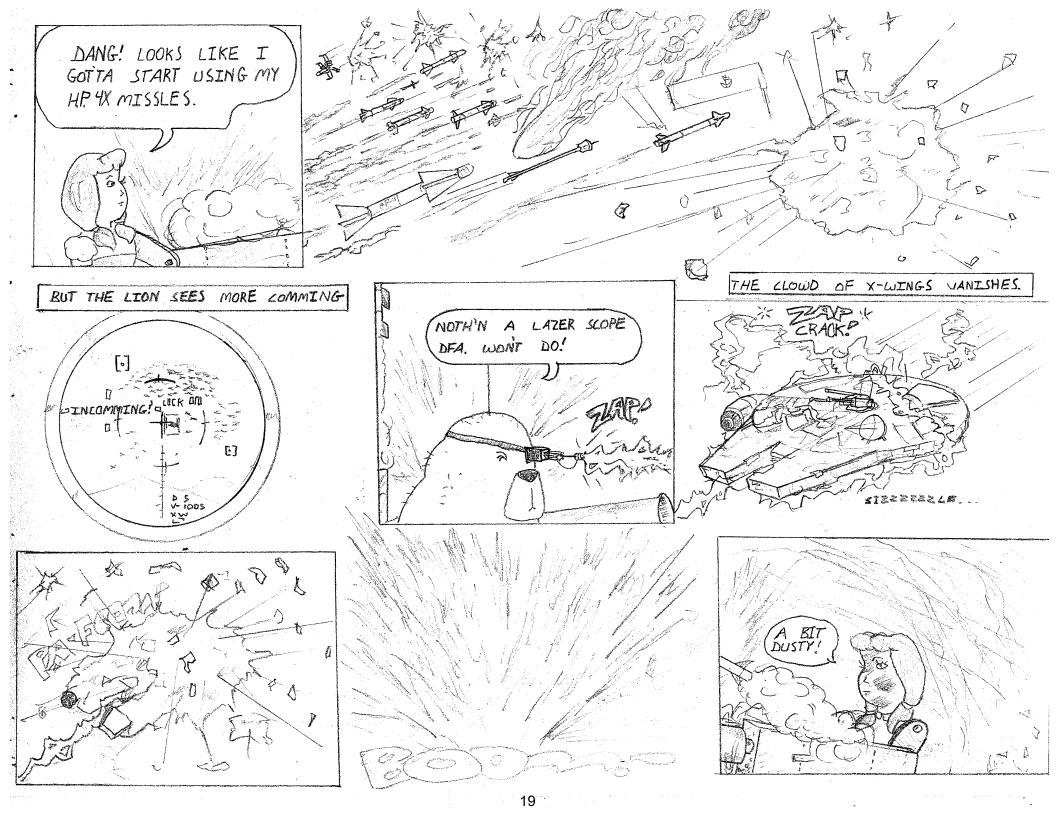






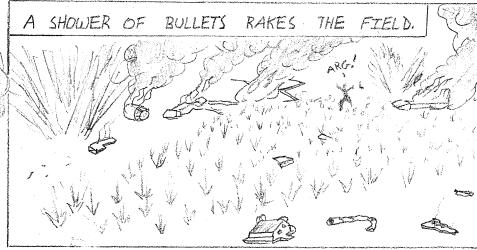
CARYING THE STRAW-MAN IN HIS HAND THE LION, ALONG WITH DORTHY, QUICKLY LEAVE.





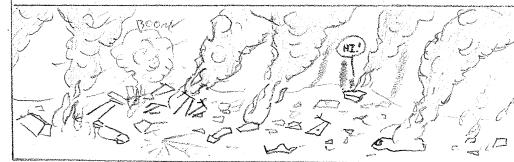




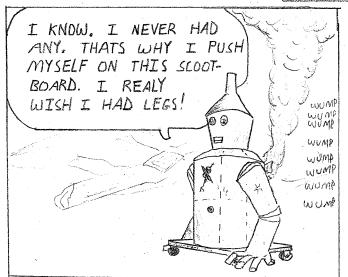


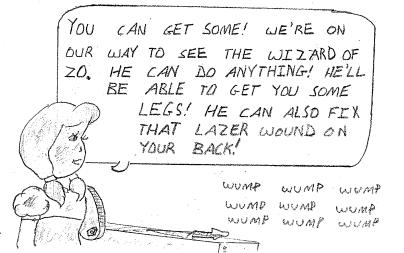


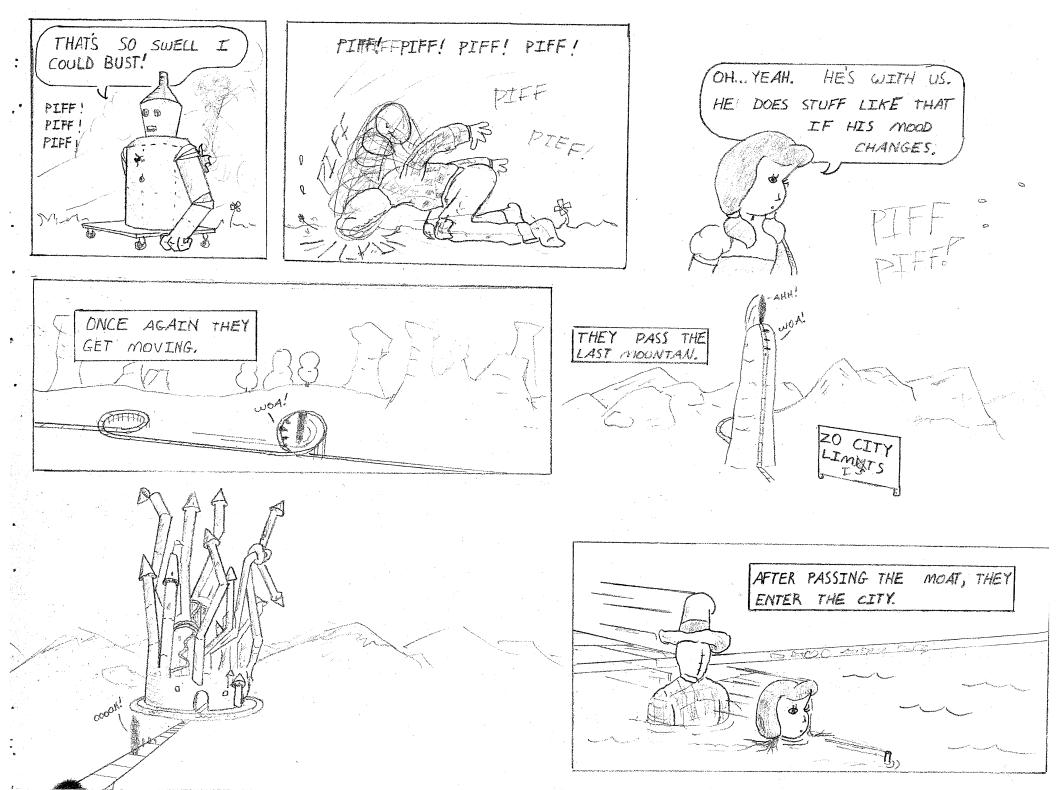
WHEN THE X-WINGS ARE FINISHED OFF, DORTHY AND THE LION SPEAK TO THE TIN-MAN.

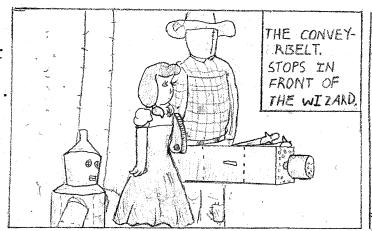


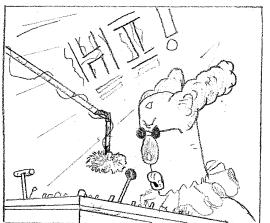


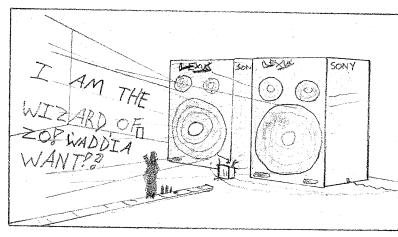






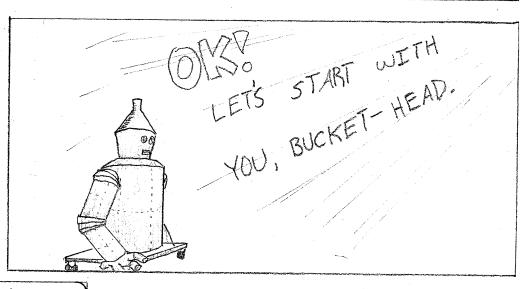




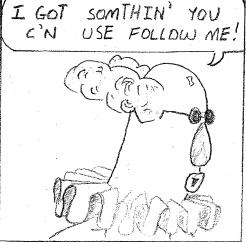


HI! ME AND MY FRIENDS TRAVELED
A LONG WAY (SORT-OF) TO ASK
YOU FOR SOME STUFF.

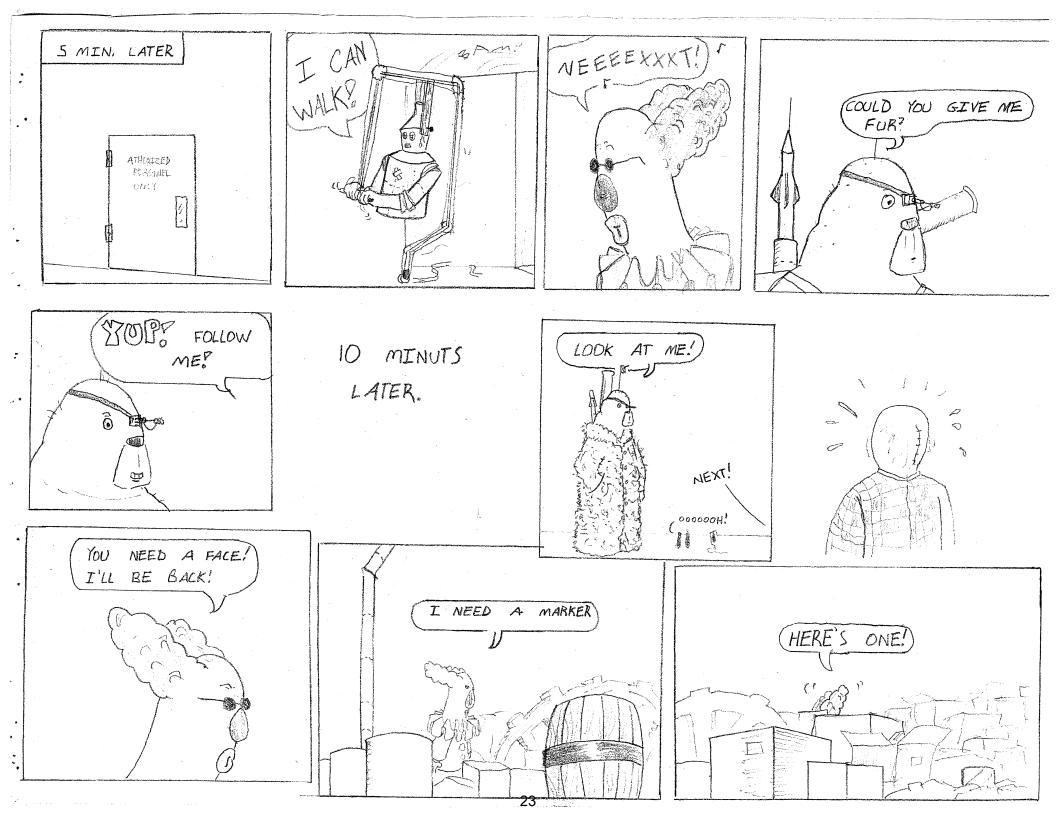




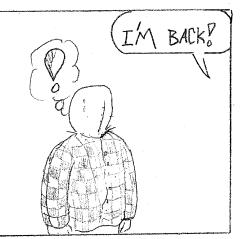
I WANT LEGS SO
I CAN STOP
USING THIS
SCOOT BOARD.



THE WIZARD LEADS THE TIN-MAN INTO A SMALL ROOM.













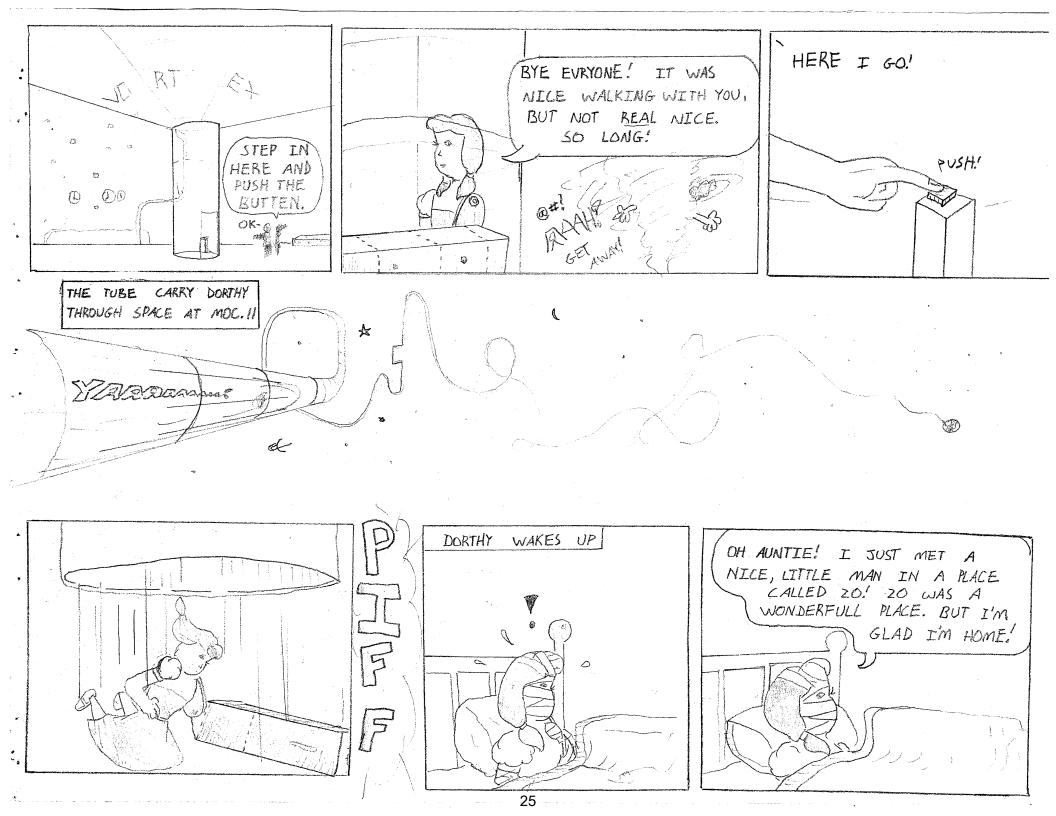








I DON'T HAVE A SUCKER BUT I HAVE A
PICKLE ROLLED UP IN PEPARICA. HERE!
FOLLOW ME OVER TO MY VORTEX
TUBE. IT MAY TAKE
YOU HOME.





THE END

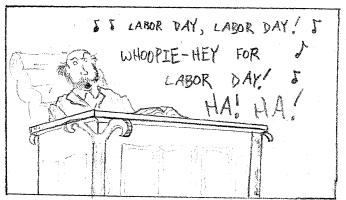
A LABOR DAY CAROL

IT WAS LABOR DAY EVE, AND THE ENTIRE CITY OF LONDON WAS FILLED WITH SLIGHTLY HAPPY PEOPLE.



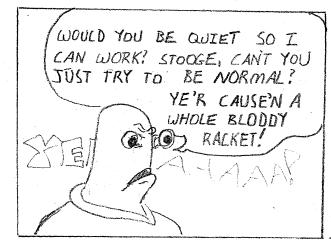
BUT NOT ALL WERE HAPPY. THERE WAS ALWAYS ONE WHO WAS....



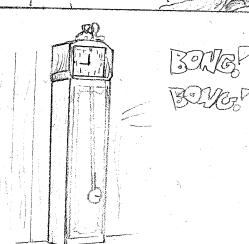


YES, THERE WAS
ALWAYS EBENEEZER
STOOGE, THE HEAD
OF A SUCCESFUL
19Th CENTURY GAG
STORE.

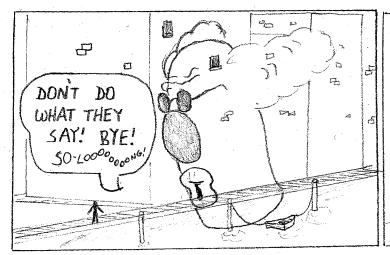


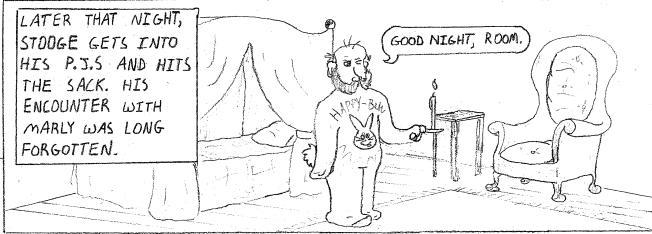












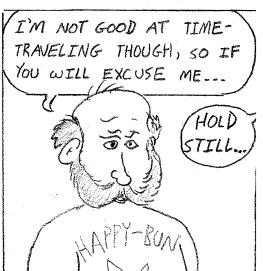
BUT AT 12:03 AND 8
SECONDS AM, THE FLITTER
OF TINY WINGS BREAKS
THE SILENCE.











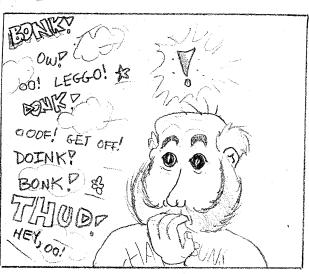


EBENEEZER STOOGE AND THAK ENTER A CAVE WHERE THEY SEE A CONVERSATION TAKE PLACE. ALTHOUGH THEY ARE PLAINLY VISIBLE, STOOGE AND THAK GO UMADTICED BY OMAK AND FARG.



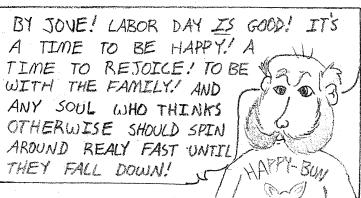








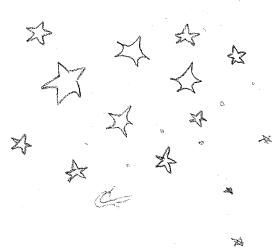
SEE! LABOR DAY NO GOOD, IT MAKE



















THIS IS YOUR EMPLOYE'S
HOUSE. LET'S GO INSIDE TO SEE
ADMARAL BOB CRATCHET CELEBRATE
LABOR DAY.

LARY AND EBENEEZER STOOGE BREAK INTO
THE HOUSE THROUGH A WINDOW. (EMPHASSIS
ON THE WORD "BREAK".) AFTER CLEARING
ALL THE BROKEN GLASS, THEY STEP INTO THE
DINING ROOM.



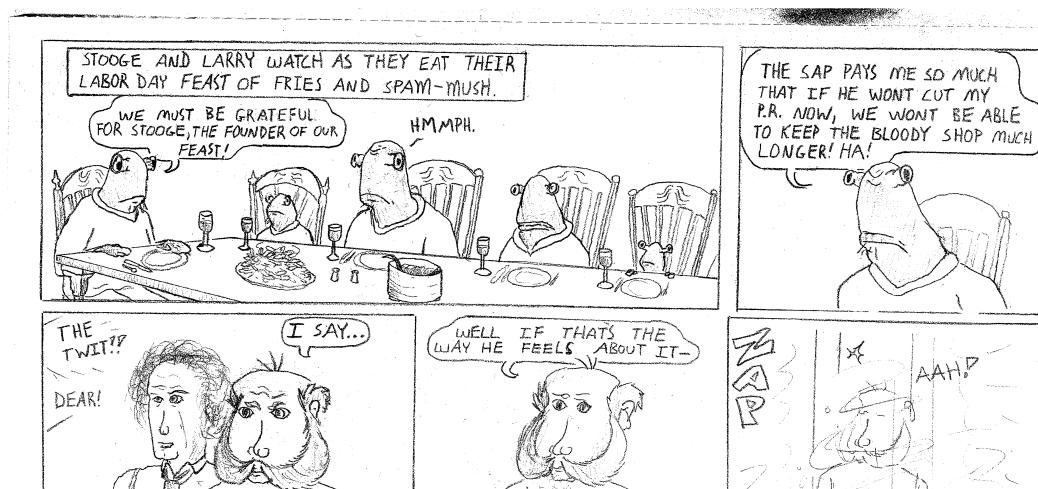






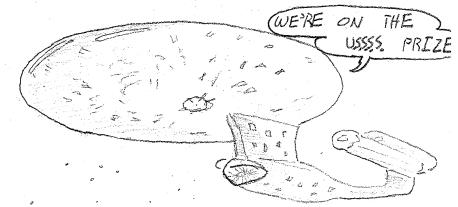












AFTERWORD

Life After Zo

Or, there's no area like the one that is called home

Dorthy's [sic] quest of returning home, Kafkaesque and freighted with Odyssean "twists and turns," resonates with me today as much as it did when I authored and illustrated this graphic novella a quarter century ago. Return, after all, is the very fabric of humanity's most cherished and enduring stories. It is the central theme of the *Odyssey*, the great epic of the Greeks. It is the core of Virgil's *Aeneid*, which movingly opens with the pity-inducing image of Aeneas fleeing the burning city of Troy with his family, and closes with our uprooted protagonist forging a new home in a far and distant land. The Roman legend of Orpheus has its protagonist travel into the underworld in a heroic attempt to rescue his love interest Eurydice and bring her home; alas, it was a journey famously thwarted by fate. And the themes of home and return inform the nonfiction writings of Salman Rushdie, Joan Didion, and Edward Said, all authors who have had a formative influence in my own writing. In retrospect, I view *The Wizard of Zo* as a kind of *summa* of all the stories and myths which give shape and form to the instinctive and innately human need to root oneself.

As I reflect on the past twenty-five years (or what I often refer to as my "life after Zo"), events both cosmic and local have caused me to reflect again on place, home, locating oneself, and finding one's way whilst navigating life's unforeseen twists and turns. And the protagonists of *Zo* beautifully demonstrate that the journey home is a communal one. As one accomplished literary scholar noted about this story's theme with arresting clarity (though I can't at the moment recall his name), "Home requires individual initiative, but it also requires the help of one's family and community." Could Dorthy [sic] have cleared the sky of thousands of X-Wings without the capable assistance of an improbably huge lion weaponized with a rocket launcher and a laser-scope? Perhaps. After all, she has spunk, spirit, and indefatigable resolve. But her lion-friend certainly made the battle much less of a drag. In his essay *The Decay of Lying,* Oscar Wilde famously wrote that "life imitates art more than art imitates life," and I certainly see the shape of my own life anticipated within these pages. Indeed, I see all of humanity in this graphic novella. We all are Todo [sic], whose very name, derived as it is from the Latin *totus* ("total" or "all"), emphatically situates this ambiguous creature as a metaphor for collective humanity. In *The Wizard of Zo,* Todo [sic] is a creature only briefly noted, appearing ever-after only as an indeterminate spec riding a swift conveyor-belt toward the distant horizon. In conclusion, I shall defer to the immortal words of the Roman poet Horace: "*Mutato nomine de te fabula narrator.*" [Change only the name, and the story is about us].

Jhonny Wruskin October 2020