

New Spring The Graphic Novel Robert Jordan

Following the epic cliffhanger in volume one, *The Golden Age Book 2* concludes this exciting, medieval graphic novel duology. Tilda just wanted to reclaim her throne and now she has disappeared...and the only clue is the mysterious treasure of Ohman. As the rightful heir of late King Ronan, Tilda wants to deliver her people from famine and strife. But on the eve of her coronation, her younger brother, backed by a cabal of power-hungry lords, usurps her throne and casts her into exile, causing Tilda to go on the run. With the help of her last remaining allies, Tankred and Bertil, she travels throughout the hinterland of her kingdom. Wherever she goes, the common folk whisper of a legendary bygone era when all men lived freely. There are those who want to return to this golden age—at any cost. Where is Tilda, and will she be able to lead her kingdom amidst revolution?

A grisly murder has taken place in the ruins of an ancient city on the peaceful world of Majipoor and the Pontifex Valentine has arrived to investigate the crime. But as Valentine and his companions delve deeper into the mystery, they discover that these ruins contain secrets much deeper than anyone ever knew. And that the indigenous Metamorphs are holding back information related to their own dark history. Can Valentine and his friends locate the murderer or did the violent act have something to do with a ritual sacrifice related to the fabled Seventh Shrine?

Fall in love all over again in volume one of the graphic novel adaptation of the global phenomenon *AFTER!* Anna Todd's original story comes to life with breathtaking illustrations by Pablo Andres. Featuring 12 pages of behind-the-scenes and character profile bonus content, *After: The Graphic Novel* is a great introduction to the bestselling series for new readers and the ultimate collector's item for fans everywhere! There was the time before Tessa met Hardin, and then there's everything *AFTER* . . . Tessa is a good girl with a sweet, reliable boyfriend back home. She's got direction, ambition, and a mother determined to keep her on course. But she's barely moved into her freshman dorm when she runs into Hardin, with his tousled brown hair, cocky British accent, and tattoos. Good looking, confident . . . and rather rude, even a bit cruel. For all his attitude and insults, Tessa should hate Hardin. And she does—until she finds herself alone with him in his room. Something about his dark mood grabs her, and when they kiss it ignites a passion she's never known before. He'll call her beautiful, then insist he isn't the one for her, making excuses and disappearing, again and again. He'll turn away, yet every time when she pushes back, he'll only pull her in deeper. Despite the reckless way Hardin treats her, Tessa is drawn to his vulnerability, determined to unmask the real Hardin beneath all the lies. A good girl . . . a bad boy . . . something undeniable . . . and everything *AFTER*. Series note: *AFTER: THE GRAPHIC NOVEL (Volume One)* will be the first in a multi-title collection that presents the entire *AFTER* fiction series in graphic novel format. Volume Two is tentatively planned for late 2022/early 2023 and one to two books will be published each year.

In *Kairos*, French graphic novelist Ulysse Malassagne turns the typical damsel-in-distress narrative on its head. With stunning art, epic battle scenes, and unexpected plot twists, *Kairos* forces you to question where to draw the line between hero and antihero. Nills and Anaelle are looking forward to their first night in their rustic cabin in the woods. But the couple's idyllic vacation is suddenly thrown into turmoil when a strange flash of light bursts from the fireplace. A portal appears, and out of it spill dragon-like creatures that are armed to the teeth. They grab Anaelle and flee back through the portal, leaving a distraught Nills with a sudden decision: stay behind, or leap through after her? He leaps. And that's when things get really weird.

The Gollywhopper Games

A Graphic History of Big Dreams, Micronations, and Other Self-Made States

The People, Places, and History of the Bestselling Series

The Golden Age, Book 1

LONGLISTED FOR THE 2022 BOOKER PRIZE "Buzzy and enthralling ...A glorious novel about empires and erasures, husbands and wives, staggering fortunes and unspeakable misery...Fun as hell to read." —Oprah Daily "A genre-bending, time-skipping story about New York City's elite in the roaring '20s and Great Depression."—Vanity Fair "A riveting story of class, capitalism, and greed." —Esquire "Captivating."—NPR "Exhilarating." —New York Times An unparalleled novel about money, power, intimacy, and perception Even through the roar and effervescence of the 1920s, everyone in New York has heard of Benjamin and Helen Rask. He is a legendary Wall Street tycoon; she is the daughter of eccentric aristocrats. Together, they have risen to the very top of a world of seemingly endless wealth—all as a decade of excess and speculation draws to an end. But at what cost have they acquired their immense fortune? This is the mystery at the center of *Bonds*, a successful 1937 novel that all of New York seems to have read. Yet there are other versions of this tale of privilege and deceit. Hernan Diaz's *TRUST* elegantly puts these competing narratives into conversation with one another—and in tension with the perspective of one woman bent on disentangling fact from fiction. The result is a novel that spans over a century and becomes more exhilarating with each new revelation. At once an immersive story and a brilliant literary puzzle, *TRUST* engages the reader in a quest for the truth while confronting the deceptions that often live at the heart of personal relationships, the reality-warping force of capital, and the ease with which power can manipulate facts.

A deadly plague has devastated Earth, killing all the adults. Lisa and her younger brother Todd are struggling to stay alive in a world where no one is safe. Other children along Grand Avenue need help as well. They band together to find food, shelter, and protection from dangerous gangs invading their neighborhood. When Tom Logan and his army start making threats, Lisa comes up with a plan and leads her group to a safer place. But how far is she willing to go to protect what's hers?

Johnny Hiro, a hardworking busboy, lives in Brooklyn with his flighty but lovable girlfriend Mayumi. Every day, he struggles to make ends meet while fighting giant monsters, running over rooftops from

crazed waiters, fending off businessmen-turned-samurai, or having the occasional conversation with Judge Judy, Coolio, or Alton Brown. With Fred Chao's signature style and laugh-out-loud humor, Johnny Hiro presents the quirky trials and misadventures of a modern-day hero trying to find his slice of the good life. This delightfully absurdist romp through the trials and chores of living in New York was nominated for four Eisner Awards, including for best new series, and for the Russ Manning Award. It was selected for the anthology Best American Comics 2010. Prepare to be blown away by the greatest adventure of them all: being an adult. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

This beautifully illustrated graphic novel tells the history of contemporary Thailand through the life of a blind man who walks on the streets of the capital for the last time.

Johnny Hiro: Half Asian, All Hero

The Eye of the World: The Graphic Novel, Volume Five

This Land is My Land

The Girl Who Owned a City

The Golden Age, Book 2

*A NEW YORK TIMES BESTSELLER Mark's out of the military, these days, with his boring, safe civilian job doing explosives consulting. But you never really get away from war. So it feels inevitable when his old army buddy Jason comes calling, with a lucrative military contract for a mining job in an obscure South-East Asian country called Quanlom. They'll have to operate under the radar—Quanlom is being torn apart by civil war, and the US military isn't strictly supposed to be there. With no career prospects and a baby on the way, Mark finds himself making the worst mistake of his life and signing on with Jason. What awaits him in Quanlom is going to change everything. What awaits him in Quanlom is weirdness of the highest order: a civil war led by ten-year-old twins wielding something that looks a lot like magic, leading an army of warriors who look a lot like gods. What awaits him in Quanlom is an actual goddamn dragon. From world-renowned artists Asaf and Tomer Hanuka (twins, whose magic powers are strictly confined to pen and paper) and Boaz Lavie, *The Divine* is a fast-paced, brutal, and breathlessly beautiful portrait of a world where ancient powers vie with modern warfare and nobody escapes unscathed.*

A medieval saga with political intrigue reminiscent of Game of Thrones, The Golden Age is an epic graphic novel duology from Roxanne Moreil and Cyril Pedrosa about utopia and revolution. In the kingdom of Lantrevers, suffering is a way of life—unless you're a member of the ruling class. Princess Tilda plans to change all that. As the rightful heir of late King Ronan, Tilda wants to deliver her people from famine and strife. But on the eve of her coronation, her younger brother, backed by a cabal of power-hungry lords, usurps her throne and casts her into exile. Now Tilda is on the run. With the help of her last remaining allies, Tankred and Bertil, she travels in secret through the hinterland of her kingdom. Wherever she goes, the common folk whisper of a legendary bygone era when all men lived freely. There are those who want to return to this golden age—at any cost. In the midst of revolution, how can Tilda reclaim her throne?

After rescuing Perrin and Egwene from the Whitecloaks, Lan and Moiraine attract more attention than they'd like in the fifth volume of this graphic novel adaptation of the Eye of the World comic book. 20,000 first printing.

Winner of the Newbery Medal, Coretta Scott King Author Award, and Kirkus Prize for Young Readers' Literature! Perfect for fans of Raina Telgemeier and Gene Luen Yang, New Kid is a timely, honest graphic novel about starting over at a new school where diversity is low and the struggle to fit in is real, from award-winning author-illustrator Jerry Craft. Seventh grader Jordan Banks loves nothing more than drawing cartoons about his life. But instead of sending him to the art school of his dreams, his parents enroll him in a prestigious private school known for its academics, where Jordan is one of the few kids of color in his entire grade. As he makes the daily trip from his Washington Heights apartment to the upscale Riverdale Academy Day School, Jordan soon finds himself torn between two worlds—and not really fitting into either one. Can Jordan learn to navigate his new school culture while keeping his neighborhood friends and staying true to himself? This middle grade graphic novel is an excellent choice for tween readers, including for summer reading. New Kid is a selection of the Schomburg Center's Black Liberation Reading List. Plus don't miss Jerry Craft's Class Act!

Wake Up, Spring

Seventh Shrine

The Eye of the World: the Graphic Novel, Volume Two

The Best We Could Do

Martin Luther King and the Montgomery Story

As the sun sets on the 1970s, the spirit of the Love Generation still lingers among the aging hippies of one "intentional community" high in the Ozarks. But what's missing? Under impossibly close scrutiny, two families wrestle with long-repressed secrets... while deep within those Arkansas hills, something monstrous stirs, ready to feast on village whispers. National Book Award-winner Nate Powell returns with a haunting tale of intimacy, guilt, and collective amnesia.

The second volume of the magnificent New York Times bestselling graphic novel adaptation of Robert Jordan's *The Eye of the World* With the full cooperation of the Jordan estate, *The Eye of the World* has been turned into a stunning comic book series. Volume One of *The Eye of the World: the Graphic Novel* was published by Tor in the Fall of 2011 and was a New York Times bestseller. In *The Eye of the World: the Graphic Novel, Volume Two*, scripted by Chuck Dixon and illustrated by Andie Tong, Rand al'Thor, Egwene al'Vere, and their friends flee their home village in the company of Moiraine and her Warder, Lan Mandragoran. Pursued by their enemies, the group seeks sanctuary in Baerlon. Rand's nightmares grow darker. Moiraine takes Egwene under her wing. Lan warns them to trust no one, but should that distrust extend to Lan and Moiraine as well? *The Eye of the World: the Graphic Novel, Volume Two*, collects six issues of Robert Jordan's *The Wheel of Time: The Eye of the World* comic book published by Dynamite Entertainment. This book will feature bonus material that gives readers a behind-the-scenes look at the creation of a graphic novel. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Since its debut in 1990, *The Wheel of Time*® by Robert Jordan has captivated millions of readers around the globe with its scope, originality, and compelling characters. Over the course of fifteen books and millions of words, the world that Jordan created grew in depth and complexity. However, only a fraction of what Jordan imagined ended up on the page, the rest going into his personal files. Now *The Wheel of Time Companion* sheds light on some of the most intriguing aspects of the world, including biographies and motivations of many characters that never made it into the books, but helped bring Jordan's world to life. Included in the volume in an A-to-Z format are: An entry for each named character An inclusive dictionary of the Old Tongue New maps of the Last Battle New portraits of many characters Histories and customs of the nations of the world The strength level of many channelers Descriptions of the flora and fauna unique to the world And much more! *The Wheel of Time Companion* will be required reading for *The Wheel of Time*'s millions of fans. *The Wheel of Time*® New Spring: The Novel #1 *The Eye of the World* #2 *The Great Hunt* #3 *The Dragon Reborn* #4 *The Shadow Rising* #5 *The Fires of Heaven* #6 *Lord of Chaos* #7 *A Crown of Swords* #8 *The Path of Daggers* #9 *Winter's Heart* #10 *Crossroads of Twilight* #11 *Knife of Dreams* By Robert Jordan and Brandon Sanderson #12 *The Gathering Storm* #13 *Towers of Midnight* #14 *A Memory of Light* By Robert Jordan and Teresa Patterson *The World of Robert Jordan's The Wheel of*

Time By Robert Jordan, Harriet McDougal, Alan Romanczuk, and Maria Simons The Wheel of Time Companion By Robert Jordan and Amy Romanczuk Patterns of the Wheel: Coloring Art Based on Robert Jordan's The Wheel of Time At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The World of Robert Jordan's The Wheel of Time is bursting with full-color art, legends, and stories from the iconic series that's soon to be an original series starring Rosamund Pike as Moiraine! Since its debut in 1990, The Wheel of Time® by Robert Jordan has captivated millions of readers around the globe with its scope, originality, and compelling characters. In this series companion book, over eighty full color paintings include maps of the world, portraits of the central characters, landscapes, objects of Power, and national flags. The reader will learn about the exotic beasts used by the Seanchan, witness the rise and fall of Artur Hawking, peruse the deeper story of the War of the Shadow, and discover the tale of the founding of the White Tower, and the creation of the Ajahs. The inner workings of the closed country, Shara, are revealed, as is the existence of a hitherto unknown continent called The Land of the Madmen. This stunning volume also includes double-page spreads of the first seven book jackets by Darrell Sweet so that the art can be enjoyed without type, and all the known maps of the world, including maps of the Seanchan Empire, the nations of the Covenant of the Ten Nations, and the nations as they were when Artur Paendrag Tanreall began his rise to legend. In a new hardcover edition with a beautiful updated cover, The World of Robert Jordan's The Wheel of Time is a must-buy for devoted fans of the series and newcomers alike. The Wheel of Time® New Spring: The Novel #1 The Eye of the World #2 The Great Hunt #3 The Dragon Reborn #4 The Shadow Rising #5 The Fires of Heaven #6 Lord of Chaos #7 A Crown of Swords #8 The Path of Daggers #9 Winter's Heart #10 Crossroads of Twilight #11 Knife of Dreams By Robert Jordan and Brandon Sanderson #12 The Gathering Storm #13 Towers of Midnight #14 A Memory of Light By Robert Jordan Warrior of the Altai By Robert Jordan and Teresa Patterson The World of Robert Jordan's The Wheel of Time By Robert Jordan, Harriet McDougal, Alan Romanczuk, and Maria Simons The Wheel of Time Companion By Robert Jordan and Amy Romanczuk Patterns of the Wheel: Coloring Art Based on Robert Jordan's The Wheel of Time At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

New Spring: the Graphic Novel

The Divine

An Illustrated Memoir

Run

The Eye of the World: The Graphic Novel, Volume Six

Quiet, sensitive Faith starts middle school already worrying about how she will fit in. To her surprise, Amanda, a popular eighth grader, convinces her to join the school soccer team, the Bloodhounds. Having never played soccer in her life, Faith ends up on the C team, a ragtag group that's way better at drama than at teamwork. Although they are awful at soccer, Faith and her teammates soon form a bond both on and off the soccer field that challenges their notions of loyalty, identity, friendship, and unity. The Breakaways is a raw, and beautifully honest graphic novel that looks into the lives of a diverse and defiantly independent group of kids learning to make room for themselves in the world.

With the full cooperation of the Jordan estate, The Eye of the World has been turned into a stunning comic book series written by Chuck Dixon and illustrated by Chase Conley. The first Robert Jordan graphic novel, New Spring: the Graphic Novel, was a New York Times bestseller. The Eye of the World: The Graphic Novel, Volume One begins Robert Jordan's epic fantasy tale by introducing Rand al'Thor and his friends Matrim and Perrin at the spring festival. Moiraine Damodred and Lan Mandragoran appear, and almost before Rand knows it, he and his friends are fleeing his home village with Moiraine, Lan, and Egwene al'Vere, the innkeeper's daughter, who wishes to become an Aes Sedai. The conclusion of this volume leaves the travelers on the road to Baerlon, barely ahead of the pursuing Trollocs and Draghkar. As they run for their lives, Moiraine and Lan begin to teach the young people what they need to know to survive in this dangerous world.

National bestseller 2017 National Book Critics Circle (NBCC) Finalist ABA Indies Introduce Winter / Spring 2017 Selection Barnes & Noble Discover Great New Writers Spring 2017 Selection ALA 2018 Notable Books Selection An intimate and poignant graphic novel portraying one family's journey from war-torn Vietnam, from debut author Thi Bui. This beautifully illustrated and emotional story is an evocative memoir about the search for a better future and a longing for the past. Exploring the anguish of immigration and the lasting effects that displacement has on a child and her family, Bui documents the story of her family's daring escape after the fall of South Vietnam in the 1970s, and the difficulties they faced building new lives for themselves. At the heart of Bui's story is a universal struggle: While adjusting to life as a first-time mother, she ultimately discovers what it means to be a parent—the endless sacrifices, the unnoticed gestures, and the depths of unspoken love. Despite how impossible it seems to take on the simultaneous roles of both parent and child, Bui pushes through. With haunting, poetic writing and breathtaking art, she examines the strength of family, the importance of identity, and the meaning of home. In what Pulitzer Prize-winning novelist Viet Thanh Nguyen calls "a book to break your heart and heal it," The Best We Could Do brings to life Thi Bui's journey of understanding, and provides inspiration to all of those who search for a better future while longing for a simpler past.

Tired of your country's bad politics? Feeling powerless to change things? Start your own utopia instead! This nonfiction graphic novel collects the stories of 30 self-made places around the world built with a dream of utopia, whether a safe haven, an inspiring structure, or a better-run country. From the Gay and Lesbian Kingdom of the Coral Sea Islands to the Indian rock garden of Nek Chand, the micronation of Sealand to the pirate-founded, anti-slavery community of Libertatia, here are the empowering and eccentric visions of creators who struck out against the laws of their homelands, the approval of their peers, and even nature itself to reshape the world around them.

Clinton Cash: A Graphic Novel

Mrs. Frisby and the Rats of Nimh

The Silver Eyes (Five Nights At Freddy's #1)

A Graphic Memoir of Love, Madness, and Revolution

The City of Ember

"Now Top Shelf has teamed up with the Fellowship of Reconciliation to produce the first ever fully-authorized . . . edition[s] of this historic comic book, as a companion to the bestselling graphic novel *March: Book One*."--Publisher's website.

Some extraordinary rats come to the aid of a mouse family in this Newbery Medal Award-winning classic by notable children's author Robert C. O'Brien. Mrs. Frisby, a widowed mouse with four small children, is faced with a terrible problem. She must move her family to their summer quarters immediately, or face almost certain death. But her youngest son, Timothy, lies ill with pneumonia and must not be moved. Fortunately, she encounters the rats of NIMH, an extraordinary breed of highly intelligent creatures, who come up with a brilliant solution to her dilemma. And Mrs. Frisby in turn renders them a great service.

The final volume of the authorized, New York Times bestselling graphic novel adaptation of Robert Jordan's New York Times, USA Today, and Toronto Globe and Mail bestseller, *The Eye of the World* Well-known comic book writer Chuck Dixon, working closely with the Jordan estate, continues his New York Times bestselling graphic novel adaptation of Robert Jordan's international bestseller, *The Eye of the World*. Volume Six, which collects issues 31-35 of the *Eye of the World* comic book, is illustrated by Francis Nuguit. Rand al'Thor and his companions—his old friends from Emond's Field; the brave warrior Lan Mandragoran; and Moiraine, the mysterious and powerful Aes Sedai—have at last been reunited. Their journey in search of the Eye of the World nears its climax as they dare the otherworldly Ways, guided by an Ogier, Loial, and narrowly escape the menace of the soul-stealing Machin Shin. When the group reaches the realm of the Green Man, they believe themselves safe. But two of the Forsaken are waiting for them, ready to attack and to guide their dark lord, Ba'alzamon, to the ones he has been seeking! When the three young men left Emond's Field, they were untried blades. Their long journey has stolen much of their innocence and made them seasoned warriors, given them powers and gifts they did not seek and are still learning how to use. But not until the final moments are they sure which of them the Dark One intends to claim...and whether that one is strong enough to fight back and survive.

Although it is spring, the winter weather will not end and the quirky residents of Hotel Strange decide to find out for themselves where Mr. Springtime has gone.

The House in the Cerulean Sea

The Eye of the World: The Graphic Novel, Volume Three

The Wheel of Time Companion

War Bears

Book One

First you march, then you run. From the #1 bestselling, award-winning team behind *March* comes the first book in their new, groundbreaking graphic novel series, *Run: Book One* "Run recounts the lost history of what too often follows dramatic change—the pushback of those who refuse it and the resistance of those who believe change has not gone far enough. John Lewis's story has always been a complicated narrative of bravery, loss, and redemption, and Run gives vivid, energetic voice to a chapter of transformation in his young, already extraordinary life." —Stacey Abrams "In sharing my story, it is my hope that a new generation will be inspired by Run to actively participate in the democratic process and help build a more perfect Union here in America." —Congressman John Lewis To John Lewis, the civil rights movement came to an end with the signing of the Voting Rights Act in 1965. But that was after more than five years as one of the preeminent figures of the movement, leading sit-in protests and fighting segregation on interstate busways as an original Freedom Rider. It was after becoming chairman of SNCC (the Student Nonviolent Coordinating Committee) and being the youngest speaker at the March on Washington. It was after helping organize the Mississippi Freedom Summer and the ensuing delegate challenge at the 1964 Democratic National Convention. And after coleading the march from Selma to Montgomery on what became known as "Bloody Sunday." All too often, the depiction of history ends with a great victory. But John Lewis knew that victories are just the beginning. In *Run: Book One*, John Lewis and longtime collaborator Andrew Aydin reteam with Nate Powell—the award-winning illustrator of the *March* trilogy—and are joined by L. Fury—making an astonishing graphic novel debut—to tell this often overlooked chapter of civil rights history.

In the spring 2003, kids, parents, teachers, librarians—whole communities—discovered and fell in love with Jeanne DuPrau's story about a doomed city, and the two children who found a way out. Nearly 10 years later, that story, *The City of Ember*, is a bona fide classic, with over 1.7 million copies sold. Now experience Jeanne DuPrau's vision anew as artist Niklas Asker faithfully brings to life the glare of the lamps, the dinginess of the streets, and the brilliance of the first sunrise.

The #1 New York Times bestselling *Wings of Fire* series soars to new heights in the fourth graphic novel adaptation! In the shadows, trouble is brewing . . . When Starflight is stolen by his own tribe, he hopes to at least discover some of the long-held NightWing secrets -- what magical powers they really have, who they're allied with in the war, and where they've been living all this time. But the truth about Starflight's tribe is more terrible than he ever imagined: Not only do the NightWings live in a dark, miserable place, but they've imprisoned several innocent RainWings there, too. Stranded and alone, Starflight only wants to get back to his friends. But the fate of two kingdoms now rests in his talons, and with no one to save him, Starflight will have to find a way to be brave . . . before it's too late.

Jody Feldman's popular, award-winning novel about a group of kids playing the Gollywhopper Games—the fiercest toy company competition in the country—will appeal to fans of *The Amazing Race* and *Charlie and the Chocolate Factory*! Gil Goodson has been studying, training, and preparing for months to compete in the Gollywhopper Games. Everything is at stake. Once Gil makes it through the tricky preliminary rounds and meets his teammates in the fantastical Golly Toy and Game Company, the competition gets tougher. Brainteasers, obstacle courses, mazes, and increasingly difficult puzzles and decisions—not to mention temptations, dilemmas, and new friends (and enemies)—are all that separate Gil from ultimate victory. An interactive and inventive page-turner perfect for young readers who love to solve puzzles!

The Graphic Novel

Trust

King of Bangkok

DUNE: The Graphic Novel, Book 2: Muad'Dib

The Eye of the World: The Graphic Novel, Volume One

A New York Times bestseller! With the full permission and cooperation of the Jordan estate, adapted by well-known comics writer Chuck Dixon, *The Eye of the World: The Graphic Novel* has been hailed as an exciting interpretation of Robert Jordan's classic fantasy novel in *The Wheel of Time*® series. It features brilliant interior art by Marcio Fiorito and Francis Nuguit, and stunning covers by Jeremy Saliba and Seamus Gallagher. This volume collects issues thirteen to eighteen of the comic book. Rand; his friends Mat, Perrin, and Egwene; the Aes Sedai Moiraine and her Warder, Lan Mandragoran; Thom the gleeman and Nynaeve, the village Wisdom, split into three groups while trying to escape the ancient, dead city of Shadar Logoth, where they are pursued by the deadly Mashadar. A disastrous river crossing leaves Perrin and Egwene on their own--until they meet a mysterious stranger who claims that he and Perrin share a remarkable ability. Meanwhile, Rand and Mat pose as Thom's apprentices as they sail downriver on a cargo ship. In this graphic novel adaptation of the Edgar-nominated novel *Head Games*, Craig McDonald blends history and legend to tell the tale of the classic hard-drinking, hard-living, and hard-boiled protagonist. Artist Kevin Singles brings this noir thriller to life with a style reminiscent of the golden age of dime-store paperbacks. It's 1957, and aging novelist Hector Lassiter thought that his adventures were long behind him. But then he receives a treasure worth killing for: the skull of Mexican revolutionary Pancho Villa. With his partners in crime, brooding poet Bud Fiske and hard-as-nails beauty Alicia Vicente, Hector must make a mad dash across the American southwest. If the trio can survive long enough to sell the skull to the highest bidder, they'll score big. But in the meantime, Hector must dodge bullets from deranged fraternity members, aging soldiers of fortune, vicious warlords, and crooked feds.

A book to challenge the status quo, spark a debate, and get people talking about the issues and questions we face as a country!

A NEW YORK TIMES, USA TODAY, and WASHINGTON POST BESTSELLER! A 2021 Alex Award winner! The 2021 RUSA Reading List: Fantasy Winner! An Indie Next Pick! One of Publishers Weekly's "Most Anticipated Books of Spring 2020" One of Book Riot's "20 Must-Read Feel-Good Fantasies" Lambda Literary Award-winning author TJ Klune's bestselling, breakout contemporary fantasy that's "1984 meets *The Umbrella Academy* with a pinch of Douglas Adams thrown in." (Gail Carriger) Linus Baker is a by-the-book case worker in the Department in Charge of Magical Youth. He's tasked with determining whether six dangerous magical children are likely to bring about the end of the world. Arthur Parnassus is the master of the orphanage. He would do anything to keep the children safe, even if it means the world will burn. And his secrets will come to light. *The House in the Cerulean Sea* is an enchanting love story, masterfully told, about the profound experience of discovering an unlikely family in an unexpected place—and realizing that family is yours. "1984 meets *The Umbrella Academy* with a pinch of Douglas Adams thrown in." —Gail Carriger, New York Times bestselling author of *Soulless* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Head Games: The Graphic Novel

The Breakaways

Kairos

Wings of Fire: The Dark Secret: A Graphic Novel (Wings of Fire Graphic Novel #4)

Come Again

From the Booker Prize-winning author of *The Handmaid's Tale*, comes this historical fiction graphic novel tracing the Golden Age of Canadian comic books. Collects *War Bears* issues #1-3. Oursonette, a fictional Nazi-fighting superheroine, is created at the peak of World War II by comic book creator Al Zurakowski who dreams of making it big in the early world of comics publishing. A story that follows the early days of comics in Toronto, a brutal war that greatly strains Al personally and professionally, and how the rise of post-war American comics puts an end to his dreams. Internationally and New York Times best-selling novelist Margaret Atwood and acclaimed artist Ken Steacy collaborate for one of the most highly anticipated comic book and literary events!

New Spring: the Graphic Novel Macmillan

In *DUNE: The Graphic Novel, Book 2: Muad'Dib*, the second of three volumes adapting Frank Herbert's *Dune*, young Paul Atreides and his mother, the lady Jessica, find themselves stranded in the deep desert of Arrakis. Betrayed by one of their own and destroyed by their greatest enemy, Paul and Jessica must find the mysterious Fremens, or perish. This faithful adaptation of the 1965 novel, *Dune*, by Brian Herbert, son of Frank Herbert, and the New York Times bestselling author Kevin J. Anderson, continues to explore Paul's journey as he evolves from boy to mysterious messiah. Illustrated by Raúl Allén and Patricia Martín, this spectacular blend of adventure and spirituality, environmentalism, and politics is a groundbreaking look into our universe and transformed by the graphic novel format into a powerful, fantastical tale for a new

generation of readers.

With the full cooperation of the Jordan estate, *The Eye of the World* has been turned into a stunning comic book series written by Chuck Dixon and illustrated by Chase Conley. The first Robert Jordan graphic novel, *New Spring: the Graphic Novel*, was a New York Times bestseller. *The Eye of the World: The Graphic Novel, Volume One* begins Robert Jordan's epic fantasy tale by introducing Rand al'Thor and his friends Matrim and Perrin at the spring festival. Moiraine Damodred and Lan Mandragoran appear, and almost before Rand knows it, he and his friends are fleeing his home village with Moiraine, Lan, and Egwene al'Vere, the innkeeper's daughter, who wishes to become an Aes Sedai. The conclusion of this volume leaves the travelers on the road to Baerlon, barely ahead of the pursuing Trollocs and Draghkar. As they run for their lives, Moiraine and Lan begin to teach the young people what they need to know to survive in this dangerous world. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

AFTER: *The Graphic Novel (Volume One)*

Spring Rain

Graphic Novel

The Kite Runner

New Kid

The second volume of the magnificent New York Times bestselling graphic novel adaptation of Robert Jordan's The Eye of the World With the full cooperation of the Jordan estate, The Eye of the World has been turned into a stunning comic book series. Volume One of The Eye of the World: the Graphic Novel was published by Tor in the Fall of 2011 and was a New York Times bestseller. In The Eye of the World: the Graphic Novel, Volume Two, scripted by Chuck Dixon and illustrated by Andie Tong, Rand al'Thor, Egwene al'Vere, and their friends flee their home village in the company of Moiraine and her Warder, Lan Mandragoran. Pursued by their enemies, the group seeks sanctuary in Baerlon. Rand's nightmares grow darker. Moiraine takes Egwene under her wing. Lan warns them to trust no one, but should that distrust extend to Lan and Moiraine as well? The Eye of the World: the Graphic Novel, Volume Two, collects six issues of Robert Jordan's The Wheel of Time: The Eye of the World comic book published by Dynamite Entertainment. This book will feature bonus material that gives readers a behind-the-scenes look at the creation of a graphic novel.

In the last few years before his death, Robert Jordan worked closely with Chuck Dixon and Mike Miller on the graphic adaptation of New Spring. The eight full-color issues of New Spring, released between 2005 and 2010, tell the story of the search for the infant Dragon Reborn and of the adventures of Moiraine Damodred, a young Aes Sedai, and Lan Mandragoran, the uncrowned king of a long-dead nation. Adapted by noted comics writer Chuck Dixon with the full cooperation of Robert Jordan, and illustrated by artists Mike Miller and Harvey Tolibao, New Spring will delight any of Robert Jordan's millions of readers. Tor is proud to collect all eight issues of New Spring in a single volume, which will also include developmental art, script pages, and correspondence between Jordan and Dixon. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

1970s Afghanistan: Twelve-year-old Amir is desperate to win the local kite-fighting tournament and his loyal friend Hassan promises to help him. But neither of the boys can foresee what will happen to Hassan that afternoon, an event that is to shatter their lives... Since its publication in 2003, The Kite Runner has sold twenty one million copies worldwide. Through Khaled Hosseini's brilliant writing, a previously unknown part of the world was brought to life. Now in this beautifully illustrated, four-colour graphic novel adaptation, The Kite Runner is given a vibrant new life which is sure to compel a new generation of readers.

From the creator of the bestselling horror video game series Five Nights at Freddy's. Ten years after the horrific murders at Freddy Fazbear's Pizza that ripped their town apart, Charlie, whose father owned the restaurant, and her childhood friends reunite on the anniversary of the tragedy and find themselves at the old pizza place which had been locked up and abandoned for years. After they discover a way inside, they realize that things are not as they used to be. The four adult-sized animatronic mascots that once entertained patrons have changed. They now have a dark secret . . . and a murderous agenda.

The World of Robert Jordan's The Wheel of Time