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WILLIAMS YOUNG

Island of Thieves Steve Jackson Games

The first volume of a glorious two-volume, four-color graphic novel adaptation of Neil Gaiman's #1 New York Times bestselling and Newbery Medal-winning novel *The Graveyard Book*, adapted by P. Craig Russell and illustrated by an extraordinary team of renowned artists. Inventive, chilling, and filled with wonder, Neil Gaiman's *The Graveyard Book* reaches new heights in this stunning adaptation. Artists Kevin Nowlan, P. Craig Russell, Tony Harris, Scott Hampton, Galen Showman, Jill Thompson, and Stephen B. Scott lend their own signature styles to create an imaginatively diverse and yet cohesive interpretation of Neil Gaiman's luminous novel. Volume One contains Chapter One through the Interlude, while Volume Two includes Chapter Six to the end.

This Deleuzian Century Duke University Press

The new blockbuster from one of the world's greatest storytellers delves into the life of Emma Harte—the original Woman of Substance—and the ambitious, passionate, and volatile women of the next generations. Evan, Tessa, Linnet, and India: four remarkable women. Three generations of Hartes. One indomitable family whose loyalty binds them together and whose enemies want to tear them apart. Evan Hughes, Emma's American great-granddaughter, is trying to integrate into the powerful Harte family. She is caught between her estranged parents, her new family, and her new love. But a dangerous enemy hovers in the background. Tessa Longden, Evan's cousin, is battling her husband for custody of their daughter, Adele. When Adele suddenly goes missing, Tessa is forced to seek help from her half-sister Linnet—a woman who has been her rival all their lives. Linnet, the most brilliant businesswoman of the four great-granddaughters, is desperately trying to show that she is the natural heir to her mother, Paula. But her glittering future at the helm of the vast Harte empire means many sacrifices, perhaps even the loss of her sister's fragile trust. And India Standish, the traditionalist in the family, falls in love with a famous British artist from a working-class background. Madly in love, India is determined to marry him, no matter what her family thinks. It is Evan who finds new perspective about her own life from the revelations in letters that Emma wrote to Evan's grandmother decades ago. But they may come too late.... As conflict and danger swirl around the Harte women, someone is pulling the strings to make sure none of them finds happiness. Who among them will rise to the challenges as only a true Harte can do? This latest dramatic story in the ongoing saga of an extraordinary family dynasty is full of love, passion, jealousy, and ambition. It is Barbara Taylor Bradford at her inimitable best.

Gurps Infinite Worlds St. Martin's Press

From the internationally bestselling author of *A Woman of Substance* comes the continuing story of indomitable heroine, Emma Harte

Postsingular Harper Collins

The Mathematics of Magic was probably the greatest discovery of the ages - at least Professor Harold Shea thought so. With the proper equations, he could instantly transport himself back in time to all the wondrous lands of ancient legend. But slips in time were a hazard, and Shea's magic did not always work - at least, not quite as he expected . . . This omnibus volume of all of the Magical Misadventures of Harold Shea contains *The Incomplete Enchanter*, *The Wall of Serpents* and *Castle of Iron*

A Midsummer Tempest Vertigo

Qiu Xiaolong's Anthony Award-winning debut introduces Inspector Chen of the Shanghai Police. A young "national model worker," renowned for her adherence to the principles of the Communist Party, turns up dead in a Shanghai canal. As Inspector Chen Cao of the Shanghai Special Cases Bureau struggles to trace the hidden threads of her past, he finds himself challenging the very political forces that have guided his life since birth. Chen must tiptoe around his superiors if he wants to get to the bottom of this crime, and risk his career—perhaps even his life—to see justice done.

Unnatural Creatures Soho Press

From the artistic genius to the tarot reader, a sense of communication with another order of reality is commonly affirmed; this 'other' may be termed god, angel, spirit, muse, daimon or alien, or it may be seen as an aspect of the human imagination or the 'unconscious' in a psychological sense. This volume of essays celebrates the daimonic presence in a diversity of manifestations, presenting new insights into inspired creativity and human beings' relationship with mysterious and numinous dimensions of reality. In art and literature, many visual and poetic forms have been given to the daimonic intelligence, and in the realm of new age practices, encounters with spirit beings are facilitated through an increasing variety of methods including shamanism, hypnotherapy, mediumship and psychedelics. The contributors to this book are not concerned with 'proving' or 'disproving' the existence of such beings. Rather, they paint a broad canvas with many colours, evoking the daimon through the perspectives of history, literature, encounter and performance, and showing how it informs, and has always informed, human experience.

Absolute Sandman Volume Four Springer Nature

New York Times bestselling author Neil Gaiman and Eisner Award-winning comics legend P. Craig Russell breathe new life into the ancient Norse stories by taking readers through the creation of the Nine Worlds to the epic origin and adventures of Thor, Odin, and Loki all the way to the end of life—Ragnarok. The conclusion of "The Mead of Poets," telling of the wise god Kvasir, poetry's origins, a magical mead, and Odin's devious attempts to win poetry for the gods.

Art Matters Rodopi

With his epic trilogy, *The Sleepwalkers*, Hermann Broch established himself as one of the great innovators of modern literature, a visionary writer-philosopher the equal of James Joyce, Thomas Mann, or Robert Musil. Even as he grounded his narratives in the intimate daily life of Germany, Broch was identifying the oceanic changes that would shortly sweep that life into the abyss. Whether he is writing about a neurotic army officer (*The Romantic*), a disgruntled bookkeeper and would-be assassin (*The Anarchist*), or an opportunistic war-deserter (*The Relais*), Broch immerses himself in the twists of his characters' psyches, and at the same time soars above them, to produce a prophetic portrait of a world tormented by its loss of faith, morals, and reason.

The One Safe Place Hachette UK

A graphic novel about the Brontë siblings and their inventive childhood from the New York Times–bestselling author of *The Encyclopedia of Early Earth*. NPR Best Book of 2020 *Glass Town* is an original graphic novel by Isabel Greenberg that encompasses the eccentric childhoods of the four

Brontë children—Charlotte, Branwell, Emily, and Anne. The story begins in 1825, with the deaths of Maria and Elizabeth, the eldest siblings. It is in response to this loss that the four remaining Brontë children set pen to paper and created the fictional world that became known as Glass Town. This world and its cast of characters would come to be the Brontës' escape from the realities of their lives. Within Glass Town the siblings experienced love, friendship, war, triumph, and heartbreak. Through a combination of quotes from the stories originally penned by the Brontës, biographical information about them, and Greenberg's vivid comic book illustrations, readers will find themselves enraptured by this fascinating imaginary world. "This lyrical, endlessly inventive book will appeal equally to lovers of history, literature, and metatextual fantasy." —Publishers Weekly (starred review) "Drawn with a cheery and expansive sweep that belies its sometimes somber subject, *Glass Town* is a testament to the (usually) redemptive powers of imagination." —Minneapolis Star-Tribune "Greenberg pulls *Glass Town* and its characters directly from the Brontës' juvenilia, giving readers a look into the early creativity of an iconic literary family with a playful visual style that captures the Brontës' enthusiasm as they discover what fiction can do." —AV Club

Norse Mythology Volume 1 (Graphic Novel) Vintage

"Only boring people get bored! Interesting people can always find something to be interested in." That's what Tom Trelawneys father says, anyway. Tom shouldn't have been interested in playing with matches but he was...bored. Now the shed is in ashes and strange Uncle Harvey is the only one willing to have him stay while his parents vacation. Tom soon discovers Harvey is going to South America on a treasure hunt and though nephews aren't invited, he manages to tag along. Before its over hell drive a car, fire a gun and run for his life. Tom realizes that life may be about following the rules, but survival may be about breaking them.

Harper Island Andrews McMeel Publishing

Written by New York Times bestselling authors Neil Gaiman and Michael Reaves with Mallory Reaves, *The Silver Dream* is a riveting sequel to *InterWorld*, full of bravery, loyalty, time and space travel, and the future of a young man who is more powerful than he realizes. Dangerous times lie ahead, and if Joey Harker has any hope of saving *InterWorld* and the Altiverse, he's going to have to rely on his wits—and, just possibly, on the mysterious Time Agent Acacia Jones.

The Sleepwalkers Harper Collins

The unputdownable multi-million copy bestseller charting the rags to riches story of Emma Harte

The Sandman (1988-) #38 Dark Horse Comics (Single Issues)

A stunning and timely creative call-to-arms combining four extraordinary written pieces by Neil Gaiman illustrated with the striking four-color artwork of Chris Riddell. "The world always seems brighter when you've just made something that wasn't there before."—Neil Gaiman Drawn from Gaiman's trove of published speeches, poems, and creative manifestos, *Art Matters* is an embodiment of this remarkable multi-media artist's vision—an exploration of how reading, imagining, and creating can transform the world and our lives. *Art Matters* bring together four of Gaiman's most beloved writings on creativity and artistry: "Credo," his remarkably concise and relevant manifesto on free expression, first delivered in the wake of the Charlie Hebdo shootings "Make Good Art," his famous 2012 commencement address delivered at the Philadelphia University of the Arts "Making a Chair," a poem about the joys of creating something, even when words won't come "On Libraries," an impassioned argument for libraries that illuminates their importance to our future and celebrates how they foster readers and daydreamers Featuring original illustrations by Gaiman's longtime illustrator, Chris Riddell, *Art Matters* is a stirring testament to the freedom of ideas that inspires us to make art in the face of adversity, and dares us to choose to be bold.

GURPS Time Travel HarperCollins

Guidebook to creating and playing in one of six parallel Earths. Includes maps, histories, character types and everything you need for an alternate Earth campaign.

The Graveyard Book Graphic Novel: Volume 1 Macmillan

This year marks the 20th anniversary of *The Sandman* series, and this final volume in *The Absolute Sandman* series ties into this event.

Abarat Harper Collins

When Newbery Medal winner Neil Gaiman and Emmy Award winner Michael Reaves teamed up, they created the bestselling YA novel *InterWorld*. *InterWorld* tells the story of Joey Harker, a very average kid who discovers that his world is only one of a trillion alternate earths. Some of these earths are ruled by magic. Some are ruled by science. All are at war. Joey teams up with alternate versions of himself from an array of these worlds. Together, the army of Joeyes must battle evil magicians Lord Dogknife and Lady Indigo to keep the balance of power between all the earths stable. Teens—and tweens and adults—who obsessively read the *His Dark Materials* and *Harry Potter* series will be riveted by *InterWorld* and its sequel, *The Silver Dream*.

Eternity's Wheel MIT Press

Despite coming from different ends of the world, John, Slack, Akane, and Salome, age 12, have plenty in common. They love computers, coding, hacking, gaming—it literally flows through their veins. One more thing: they are all technically dead. The group comes together at the Wolf's Den in deepest Alaska, one of several top-secret schools for technological excellence around the globe. The place seems like a coder's dream come true at first, but things take a dark turn when the group realizes they are not like the other kids there. They uncover that the center is working on a potentially dangerous, secret project known as Project 31. What's worse, the guinea pigs are the kids themselves. The gang realizes that John's father implanted artificial intelligence in their bloodstream, in order to protect them, before going missing under mysterious circumstances. They are not only wanted by those in power, but are now being hunted. There's only one way out: to escape across the brutal Alaskan tundra where the truth will be revealed.

Daimonic Imagination St. Martin's Press

Joey Harker is a Leader. With *InterWorld* trapped by HEX and his only other companion—the mysterious Time Agent Acacia Jones—missing in action, Joey's the only one left. Though injured and alone, he refuses to give up. How can he, when all the worlds are depending on him? As the threat of FrostNight looms ever closer, Joey seeks out more of his fellow Walkers across the Altiverse, training them as fast as he can and trying to track down *InterWorld* Base Town along the way. But even a solid team of recruits—including Acacia's brother, Avery, who's not a recruit so much as a tenuous ally—can't prepare Joey for the ultimate showdown with *InterWorld*'s enemies, old and new. Joey never wanted to be in charge. But he's the one everyone is looking to now, and he'll have to step up if he has any hope of saving *InterWorld*, the Multiverse, and everything in between.

Eternity's Wheel is the heart-pounding conclusion to the *InterWorld* series, full of time and space

travel, magic, science, and the bravery of a young boy who must now face his destiny as a young man.

GURPS Alternate Earths 2 Gollancz

A critical engagement with the writings on Gilles Deleuze by scholars and translators of his work.

Originally published as a special edition of SAQ, Summer, 1997, Vol. 96.3; it's both an introduction to

and a critique of his work.

Death of a Red Heroine Harper Collins

Based on Deleuze's idea that philosophy is an activity that appeals to anyone who is attuned to the desire for the ethical life, the contributions in this book question how to live the ethical life today in academia, in art but above all in our multiple ecologies of belonging.