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## KEY=INSIDE - ROBINSON STONE

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# The Unwritten Vol. 2: Inside Man

**Vertigo** Tom arrives at Donostia prison in Southern France and falls into the orbit of another story: *The Song of Roland*. Unfortunately for Tom, it's a story that ends with a massacre. Tom discovers the true meaning of "out of the frying pan" after his escape from Donostia jail takes him to Stuttgart in 1940, a ghost city inhabited by the master liar of the Third Reich, Josef Goebbels, and a tortured soul who's crying out for rescue-or death. Collects issues #1-5 in this NEW YORK TIMES bestselling Vertigo series by Mike Carey (*LUCIFER*, *X-MEN LEGACY* and *ULTIMATE FANTASTIC FOUR*) and Peter Gross (*LUCIFER*).

# The Unwritten: Inside man

Tom Taylor's life was screwed from the word go. His father created the mega-popular Tommy Taylor boy-wizard fantasy novels. But dad modeled the fictional epic so closely to Tom that fans constantly compare him to his counterpart, turning him into a lame, Z-level celebrity. When a scandal hints that Tom might really be the boy-wizard made flesh, Tom comes into contact with a mysterious, deadly group that's secretly kept tabs on him all his life. Now, to protect his life and discover the truth behind his origins, Tom will

*travel the world, to all the places in world history where fictions have shaped reality.*

## The Unwritten Deluxe Book 1

**Vertigo** *New York Times* best-selling series! *Stories Are the Only Thing Worth Dying For* Tom Taylor has spent his entire life as a hostage to his father's literary legacy. Wilson Taylor's wildly successful 13-volume series chronicling the adventures of a bespectacled boy wizard named Tommy Taylor made him the most popular author on Earth--and destroyed his son's future. On the day that the 13th title was published, Wilson vanished, leaving young Tom alone beneath the shadow of his famous namesake. Years later, Tom is still struggling to build an identity independent of his magical doppelgänger when disturbing new questions about his childhood suddenly arise. These revelations cast doubt upon his heritage, his memories--his very existence. Is it possible that nothing of his own past is actually true? That he is merely his father's imaginary character somehow brought to life? Desperate to disprove this horrifying idea, Tom embarks on an epic journey that takes him and a strangely improbable group of companions around the world and deep into the realms of fiction--all while being hunted relentlessly by an ancient and sinister power determined to bring his story to a premature end. Mike Carey and Peter Gross' masterpiece of metatextual storytelling is presented here for the first time in six definitive hardcover volumes. *THE UNWRITTEN: THE DELUXE EDITION BOOK ONE* collects issues #1-12 of the acclaimed Vertigo series and features a special behind-the-scenes section from Gross, Carey and cover artist Yuko Shimizu, as well as a new introduction by series editor Pornsak Pichetshote.

## The Unwritten Vol. 1: Tommy Taylor and the Bogus Identity

**Vertigo** "A wish-I'd-thought-of-it premise, beautifully executed. Highly recommended for anyone who thinks that fantasy can do more than just help you escape the real world." -Brian K. Vaughan, *Y: THE LAST MAN* "Fascinating ... one of the brainiest and most interesting comics of the year." -WIRED Tom Taylor's life was screwed from the get go. His father created the Tommy Taylor fantasy series, boy-wizard novels with popularity on par with Harry Potter. The problem is Dad modeled the fictional epic so closely on Tom's real life that fans are constantly comparing him to his fictional counterpart, turning him into the lamest variety of Z-level celebrity. In the final novel, it's even implied that the fictional Tommy will cross over into the real world, giving delusional fans more excuses to harass Tom. When an enormous scandal reveals that Tom might really be a boy-wizard made flesh, Tom comes into contact with a

*very mysterious, very deadly group that's secretly kept tabs on him all his life. Now, to protect his own life and discover the truth behind his origins, Tom will travel the world, eventually finding himself at locations all featured on a very special map-one kept by the deadly group that charts places throughout world history where fictions have impacted and tangibly shaped reality, those stories ranging from famous literary works to folktales to pop culture. And in the process of figuring out what it all means, Tom will find himself having to figure out a huge conspiracy mystery that spans the entirety of the history of fiction. Collects issues #1-5 in this NEW YORK TIMES bestselling Vertigo series by Mike Carey (LUCIFER, X-MEN LEGACY and ULTIMATE FANTASTIC FOUR) and Peter Gross (LUCIFER).*

## The Unwritten: Tommy Taylor and the Ship That Sank Twice

**Vertigo** *One of Publishers Weekly's Hot Fall Books of 2013! Tom Taylor has lived his life being mistaken for Tommy Taylor, the boy wizard from the world-famous series of novels penned by Tom's long-lost father Wilson. However, after a series of strange events start to parallel the lives of both Taylors--fictional and real--Tom realizes that he might be the character on page made flesh. In this first-ever original graphic novel spinning off from the pages of the critically acclaimed THE UNWRITTEN series, writer Mike Carey explores the origins behind Tom's mysterious powers and the odyssey his father has sent him on.*

## Lucifer Book One

**DC** *Cast out of Heaven, thrown down to rule in Hell, Lucifer Morningstar has resigned his post and abandoned his kingdom for the mortal city of Los Angeles. Emerging from the pages of writer Neil Gaiman's award-winning series The Sandman, the former Lord of Hell is now enjoying a quiet retirement as the proprietor of Lux, L.A.'s most elite piano bar. But now an assignment from the Creator Himself is going to change all that. If Lucifer agrees to do Heaven's dirty work, he can name his own price--but both the task and reward are more than they seem. Thrown into a position of great threat and ultimate opportunity, Lucifer knows that threading a path through this maze will require the harshest of sacrifices.*

## The Unwritten

**Titan Books** *When Tom Taylor's father created the mega-popular Tommy Taylor fantasy novels, he catapulted his son into low-level celebrity. As Tom's life begins to take on eerie and deadly parallels with Tommy's, he's drawn into a strange literary underworld where the power of storytelling is as strong as any spell.*

## Faith across the Multiverse

## Parables from Modern Science

**Hendrickson Publishers** *Science is often presented as a set of propositions to affirm. On those terms, the existence of God becomes yet another such proposition, and all science can offer is a yes or a no. Andy Walsh thinks science offers more. By enriching our language with new concepts, science can help us know God, rather than merely know of him. This is the pattern established in the Bible; the psalmists, the prophets, the epistle writers, they all use language about nature to help us understand God. Even Jesus relied on metaphors from the natural world when he wanted to explain the kingdom of God. Faith across the Multiverse explores concepts from contemporary science to illuminate scripture and reveal more about the God who has unfurled the multiverse. Sections of the book cover metaphors and parables from mathematics, physics, biology, and computer science.*

## Transmedial Narratology and Contemporary Media Culture

**U of Nebraska Press** *Narratives are everywhere--and since a significant part of contemporary media culture is defined by narrative forms, media studies need a genuinely transmedial narratology. Against this background, Transmedial Narratology and Contemporary Media Culture focuses on the intersubjective construction of storyworlds as well as on prototypical forms of narratorial and subjective representation. This book provides not only a method for the analysis of salient transmedial strategies of narrative representation in contemporary films, comics, and video games but also a theoretical frame within which medium-specific approaches from literary and*

*film narratology, from comics studies and game studies, and from various other strands of media and cultural studies may be applied to further our understanding of narratives across media.*

## Untouchable One Shot

**Dynamite** *Young Vimal is an outcast, constantly bullied and brutalized by his peers. Having never met his father, he has been told by his schoolmates that he's the horrific offspring of a demon that impregnated his noble mother. When he accidentally awakens Jara, an actual demon of sinister beauty and malevolent power, from a centuries-long slumber, his life takes a turn for the evil. Fed by the boy's anger and pain, Jara twists the trauma into a thirst for vengeance, offering him a "magic" powder with which to exact revenge on his tormentors. But such gifts come with a price... This original tale is the first East-meets-West collaboration between British comics' master Mike Carey (X-Men, Lucifer, Unwritten) and Indian writer Samit Basu (Devi, Tall Tales).*

## Lucifer Book Five

**DC** *Cast out of Heaven, thrown down to rule in Hell, Lucifer Morningstar has resigned his post and abandoned his kingdom for the mortal city of Los Angeles. In this final LUCIFER volume, the war in Heaven reaches its universe-shaking conclusion, as the forces of Heaven, Hell, and everyone in between wage a final battle to determine the fate of both Yahweh and Lucifer's Creations - a fate no one, not even the Lightbringer, could foresee. And in the aftermath of the battle, how will Lucifer and his cohorts pick up their lives and tie up loose ends? Collects LUCIFER #62-75.*

## In the House of the Hangman volume 2

**Lulu.com** *A marathon dance mix consisting of thousands of mashed up text and image samples, In the House of the Hangman tries to give a taste of what life is like there, where it is impolite to speak of the noose. It is the third part of the life project Zeitgeist Spam. If you can't afford a copy ask me for a pdf.*

# The Best American Comics 2011

**Houghton Mifflin Harcourt** Features excerpts from graphic novels, newspapers, webcomics, and other sources and features work by up-and-coming contributors as well as such established artists as Joe Sacco, Jeff Smith, and Dash Shaw.

## The Dollhouse Family

**DC Comics** On Alice's sixth birthday, her dying great-aunt sent her the birthday gift she never knew she always wanted: a big, beautiful 19th-century dollhouse, complete with a family of antique dolls. In no time at all, the dollhouse isn't just Alice's favorite toy...it's her whole world. And soon, young Alice learns she can enter the house to visit a new group of friends, straight out of a heartwarming children's novel: the Dollhouse family. But while the Dollhouse family welcomes her with open arms, in the real world, her family life is becoming much more complicated...and deep within the Dollhouse's twisting halls, the Black Room waits, with an offer to Alice. The house can fix all this, the Black Room says. All she has to do is say the words... From there unfolds a twisty, surreal, multigenerational horror tale that echoes into centuries past, into Alice's tormented future, and into the beating heart of the madness that makes up our world...literally. Collects *The Dollhouse Family* #1-6.

## "Throw the book away"

## Reading versus Experience in Children's Fantasy

**McFarland** Children's literature is an excellent way to educate children, on everything from social behavior and beliefs to attitudes toward education itself. A major aspect of children's literature is the importance of books and reading. Books represent adult authority. This book examines the role that books, reading and writing play in children's fantasy fiction, from books that act as artifacts of power (*The Abhorsen Trilogy*, *The Spiderwick Chronicles*, *Harry Potter*) to interactive books (*The Neverending Story*, *Malice*, *Inkheart*) to books with character-writers (*Percy Jackson*, *Captain Underpants*). The author finds that although books and reading often play a prominent role in fantasy for children, the majority of young protagonists gain self-sufficiency not by reading but specifically by moving beyond books and reading.

# The Unwritten Vol. 9: The Unwritten Fables

**DC** *The worlds of FABLES and THE UNWRITTEN collide in the epic comic event by Mike Carey and Bill Willingham! Tommy Taylor is thrust into the world of Vertigo's hit series Fables! But a dark and terrible foe has seized the fairy-tale homelands and our world. In desperation, the witches of Fabletown gather to summon the greatest mage the worlds have ever seen. But they are in for an unpleasant surprise. Collects #50-54 of The Unwritten*

## Barbarella Vol 2: Hard Labor

**Dynamite Entertainment** *Barbarella's never ending quest to repair her ship's regulator and be on her way takes a detour to Falladim, where there's a rush on for R.U.S.T.-Radically Unstable Space-Time! The rarest and most valuable stuff in the universe, even Barbarella can't resist its mighty call. But competition brings out the worst in humans and aliens alike, and the Siren of Space is about to see what the worst really is!*

## From Comic Strips to Graphic Novels

# Contributions to the Theory and History of Graphic Narrative

**Walter de Gruyter GmbH & Co KG** *This essay collection examines the theory and history of graphic narrative as one of the most interesting and versatile forms of storytelling in contemporary media culture. Its contributions test the applicability of narratological concepts to graphic narrative, examine aspects of graphic narrative beyond the 'single work', consider the development of particular narrative strategies within individual genres, and trace the forms and functions of graphic narrative across cultures. Analyzing a wide range of texts, genres, and narrative strategies from both theoretical and historical perspectives, the international group of scholars gathered here offers state-of-the-art research on graphic narrative in the context of an increasingly postclassical and transmedial narratology. This is the revised second edition of From Comic Strips to Graphic Novels, which was originally published in the*

*Narratologia series.*

## Gothic in Comics and Graphic Novels

### A Critical Approach

**McFarland** *This book explores the connections between comics and Gothic from four different angles: historical, formal, cultural and textual. It identifies structures, styles and themes drawn from literary gothic traditions and discusses their presence in British and American comics today, with particular attention to the DC Vertigo imprint. Part One offers an historical approach to British and American comics and Gothic, summarizing the development of both their creative content and critical models, and discussing censorship, allusion and self-awareness. Part Two brings together some of the gothic narrative strategies of comics and reinterprets critical approaches to the comics medium, arguing for an holistic model based around the symbols of the crypt, the spectre and the archive. Part Three then combines cultural and textual analysis, discussing the communities that have built up around comics and gothic artifacts and concluding with case studies of two of the most famous gothic archetypes in comics: the vampire and the zombie.*

## Posthumanism in Young Adult Fiction

### Finding Humanity in a Posthuman World

**Univ. Press of Mississippi** *Contributions by Torsten Caeners, Phoebe Chen, Mathieu Donner, Shannon Hervey, Angela S. Insenga, Patricia Kennon, Maryna Matlock, Ferne Merrylees, Lars Schmeink, Anita Tarr, Tony M. Vinci, and Donna R. White* For centuries, humanism has provided a paradigm for what it means to be human: a rational, unique, unified, universal, autonomous being. Recently, however, a new philosophical approach, posthumanism, has questioned these assumptions, asserting that being human is not a fixed state but one always dynamic and evolving. Restrictive boundaries are no longer in play, and we do not define who we are by delineating what we are not (animal, machine, monster). There is no one aspect that makes a being human--self-awareness, emotion, artistic expression, or problem-solving--since human characteristics reside in other species along with shared DNA. Instead, posthumanism looks at the ways our bodies, intelligence, and behavior connect and interact with the environment, technology, and other species. In *Posthumanism in Young Adult Fiction: Finding Humanity in a Posthuman World*, editors Anita Tarr and Donna R. White

*collect twelve essays that explore this new discipline's relevance in young adult literature. Adolescents often tangle with many issues raised by posthumanist theory, such as body issues. The in-betweenness of adolescence makes stories for young adults ripe for posthumanist study. Contributors to the volume explore ideas of posthumanism, including democratization of power, body enhancements, hybridity, multiplicity/plurality, and the environment, by analyzing recent works for young adults, including award-winners like Paolo Bacigalupi's *Ship Breaker* and Nancy Farmer's *The House of the Scorpion*, as well as the works of Octavia Butler and China Miéville.*

## Peter & Max: A Fables Novel

**Vertigo** *Set in the imaginative realm of the award-winning comic book series FABLES, this book takes place long ago, in the deepest dark of The Black Forest. Two brothers—Peter Piper and his older brother Max—encounter ominous forces that change them both irreparably. Thus begins an epic tale of sibling rivalry, magic, music and revenge that spans medieval times to the present day, when their deadly conflict surfaces in the placid calm of modern day Fabletown. PETER & MAX: A FABLES NOVEL features the prose of award-winning comic book writer Bill Willingham and the lush ink drawings of FABLES artist Steve Leialoha. The novel also reveals secrets of some of the regular FABLES series cast members including Bigby Wolf, Frau Totenkinder and Bo Peep. Also included is an 8-page sequential story by Willingham and Leialoha that serves as a bridge to the FABLES titles.*

## The Unwritten

## Leviathan

**Vertigo** *In order to harness his extraordinary powers, Tom Taylor must sail the seas of one of the greatest stories ever told, and hunt the white whale that has left countless stories of myth and madness in its wake. Meanwhile, his friends are hunted by a dangerous new enemy-- and face identity crises of their own.*

## The Unwritten: Apocalypse (2014-) #1

**Vertigo** *Lost in the unwritten scenes of all the world's stories, Tom Taylor is headed back to reality—and all the gods and beasts and monsters ever imagined can't stop him.*

## The Steel Seraglio

**ChiZine** *“A confident One Thousand and One Nights for our present . . . Furious pop entertainment—full of sex, passion, violence, and magic” (Slant Magazine). The sultan Bokhari Al-Bokhari of Bessa has 365 concubines—until a violent coup puts the city in the hands of the religious zealot Hakkim Mehdad. Hakkim has no use for the pleasures of the flesh: He condemns the women first to exile and then to death. Cast into the desert, the concubines must rely on themselves and each other to escape from the new sultan’s fanatical pursuit. But their goals go beyond mere survival: With the aid of the champions who emerge from among them, they intend to topple the usurper and retake Bessa from the repressive power that now controls it. The assassin, Zuleika, whose hands are weapons. The seer, Rem, whose tears are ink. The wise Gursoon, who was the dead sultan’s canniest advisor. The camel-thief, Anwar Das, who offers his lying tongue to the concubines’ cause. Together, they must forge the women of the harem into an army, a seraglio of steel, and use it to conquer a city. But even if they succeed, their troubles will just be beginning—because their most dangerous enemy is within their own number. “The Steel Seraglio is not a work of feminist or utopian theory. Nor is it a historical fantasy, a romance, a thriller, a poem, an allegory, or an epic. Rather, somehow, it is all of these things.” —Neon Magazine “A masterful, engaging and utterly fascinating story by three wonderful writers.” —SF Revu*

## John Constantine, Hellblazer Vol. 20: Systems of Control

**Vertigo** *An epic horror story written by Mike Carey with stunningly visceral art by Leonardo Manco is all here in JOHN CONSTANTINE, HELLBLAZER VOL. 20: SYSTEMS OF CONTROL! When a mysterious worldwide plague starts putting millions of people into deadly comas, Earth's foremost expert on the bizarre, John Constantine, steps in with the "cure," After traveling from the dreary alleys of London to the glittering boulevards of L.A., Constantine realizes that a cadre of wicked demons and hellish monsters is behind the outbreak, and he'll have to sacrifice more than himself to put an end to the nightmare. Includes an amazing softcover edition of the epic horror story written by Mike Carey (THE UNWRITTEN) and Andy Diggle (GREEN ARROW: YEAR ONE). Collects JOHN CONSTANTINE,*

*HELLBLAZER #230-238 and the HELLBLAZER: ALL HIS ENGINES original graphic novel.*

## The Devil You Know

### A Felix Castor Novel, vol 1

**Hachette UK** *Felix Castor is a freelance exorcist, and London is his stamping ground. At a time when the supernatural world is in upheaval and spilling over into the mundane reality of the living, his skills have never been more in demand. A good exorcist can charge what he likes - and enjoy a hell of a life-style - but there's a risk: sooner or later he's going to take on a spirit that's too strong for him. After a year spent in 'retirement' Castor is reluctantly drawn back to the life he rejected and accepts a seemingly simple exorcism case - just to pay the bills, you understand. Trouble is, the more he discovers about the ghost haunting the archive, the more things don't add up. What should have been a perfectly straightforward exorcism is rapidly turning into the Who Can Kill Castor First Show, with demons, were-beings and ghosts all keen to claim the big prize. But that's OK; Castor knows how to deal with the dead. It's the living who piss him off . . .*

## The Unwritten

*Tom Taylor's life was screwed from the word go. His father created the mega-popular Tommy Taylor boy-wizard fantasy novels. But dad modeled the fictional epic so closely to Tom that fans constantly compare him to his counterpart, turning him into a lame, Z-level celebrity. When a scandal hints that Tom might really be the boy-wizard made flesh, Tom comes into contact with a mysterious, deadly group that's secretly kept tabs on him all his life. Now, to protect his life and discover the truth behind his origins, Tom will travel the world, to all the places in world history where fictions have shaped reality.*

### John Woo's Seven Brothers Graphic Novel, Vol. 2: The

## Blood That Runs

**Liquid Comics** Created by acclaimed filmmaker John Woo, (*Mission Impossible 2*; *Face-Off*; *Red Cliff*). The second volume in the *Seven Brothers* series. First, they were strangers. Individuals from all across the globe linked by an unlikely destiny and an unknown blood tie. Now, they're a family. And like all families, they've got their issues. So when a mysterious figure from a past Rachel Kai thought she put behind her comes gunning for all their blood, the 7 Brothers must join forces once again to save the life of one of their own! Written by Benjamin Raab and Deric A. Hughes (writers on the television show, *Warehouse 13*), and with pencils by Edison George (*Silver Scorpion*, *Eternity Kill*), this next chapter in the saga of an unlikely band of brothers charts a bold new course for these heroes that promises to thrill fans both old and new! "If you're a fan of action movies in general, I think you'll like this." - *Indy Comic Review* "There's a lot of potential in this book, especially with the brothers hailing from all over the world, that could make this the hard-core, uncompromising flipside to NBC's *Heroes*." - *Variety* "This series has it all and is a must read for any comic fan." - *Comic Fever*

## Neil Gaiman's Neverwhere

**Vertigo** The comics adaptation of Neil Gaiman's acclaimed novel follows the adventures of an ordinary Londoner who stops to help an enigmatic girl and is drawn into a battle to save a strange underworld kingdom--London Below--from destruction.

## The Highest House #2

**IDW Publishing** The creators behind *The Unwritten*, Mike Carey and Peter Gross, invite you into *The Highest House*, the story of a slave boy named Moth, who makes friends with a powerful entity called Obsidian that promises advancement and happiness. Clearly, Obsidian has a hidden agenda, but Moth has ambitions and plans of his own...

## The Unwritten (2010-) #1

**DC Comics** *Stories Are the Only Thing Worth Dying For*. Tommy Taylor's the main character in a series of fantasy novels starring a magical boy wizard that have grown to become a cultural phenomenon. And the popularity has turned the inspiration for the literary hero, the real Tom Taylor, into the lamest Z-level celebrity. But when evidence comes out to call doubt to Tom's entire existence,

*Tom will be drawn into a strange literary underworld where the power of storytelling is as strong as any spell.*

## American Jesus Vol. 2: The New Messiah

**Image Comics** *AMERICAN JESUS* returns with *THE NEW MESSIAH*. A virgin pregnancy in '70s New York leads a young couple to flee for their lives as evil forces close in to destroy them. Yet more bloodshed lies ahead for their daughter, Catalina, who refuses to accept her destiny as the savior of mankind. Collects *AMERICAN JESUS: THE NEW MESSIAH* #1-3

## International Journal of Comic Art

## Suicide Risk

**BOOM! Studios** *With the Nightmare Crew's true plan revealed, Leo Winters must test the limits of his burgeoning power to stop them-but will this play right into their hands? Or, will it cause an even bigger tragedy than the one Leo's putting everything at risk trying to stop? Mike Carey (LUCIFER, THE UNWRITTEN) and fan-favorite artist Elena Casagrande (HULK, HACK/SLASH) raise the bar in this pulse-pounding second arc of SUICIDE RISK, which also includes the critically acclaimed standalone story illustrated by spotlight artist Joëlle Jones (ULTIMATE SPIDER-MAN, HELHEIM).*

## X-Men

## Marauders

**Marvel Entertainment** *Collecting X-Men (1991) #188-199 and #200-204 (A stories) and X-Men Annual (2007) #1. Mike Carey reinvigorates the X-Men! A shaken Sabretooth arrives at the X-Men's doorstep asking for asylum! But what could possibly strike terror into the heart of Victor Creed? The Children of the Vault have risen and they spell doom for the X-Men! Rogue must assemble a dangerous new squad including Mystique, Cable, Lady Mastermind and Sabretooth but when a terrifying alien threat emerges, can Rogue hold on to her sanity? Meanwhile, the deadliest foes in the X-Men's history, the Marauders, return and Gambit is front and center among their ranks! Why are the Marauders eliminating specific mutants? And what prize do they plan to rip from the X-Men's*

hands? It's an exciting new direction for the X-Men that sets up the status quo for the "Messiah Complex" event!

## Unwritten Memories

**Random House (NY)**

### Lucifer Omnibus Vol. 2 (the Sandman Universe Classics)

**Vertigo** From the pages of *The Sandman* by Neil Gaiman, the Fallen One continues his own epic journey in the final installment of the omnibus collections featuring Mike Carey's acclaimed, Eisner Award-nominated series. The Fallen One continues his epic journey in this second omnibus collection featuring Mike Carey's acclaimed, Eisner Award-nominated series. Lucifer Morningstar has resigned his throne and abandoned his kingdom, and filled his days supervising the business at Lux, Los Angeles's most elite piano bar. After agreeing to complete a task assigned by the Creator Himself, Lucifer's retirement became a thing of the past. The Lord of Hell must team up with unexpected allies in order to not only fulfill the task sent by the Creator, but to stop the universes from collapsing and destroying all creation. The Devil's hands have been idle long enough. Collects Lucifer issues #36-75.

### Lucifer Omnibus Vol. 1 (the Sandman Universe Classics)

**Vertigo** "Based on characters created by Neil Gaiman, Sam Kieth, and Mike Dringenberg."

## Never Let Me Go

## Sherlock Holmes Vol. 1

## The Trial of Sherlock Holmes

**Dynamite** The Sixsmiths are a family of suburban Satanists who've fallen prey to the global recession. Now their life is in turmoil: Ralf needs to find a new job; the twins, Cain and Lilith, need to survive the public school system; and Annie needs to keep them all sane

*and under budget. Meanwhile, their estranged elder daughter Jezabelle is having her own crisis of faith. Will the Devil rise to smite their enemies, or will he damn them with hellfire and wrath?*