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Jeff Smith-Frederick Luis Aldama 2019-10-29 First with his magisterial fantasy Bone to his mind-bending, time-warping sci-fi noir RASL, Paleolithic-set fantasy Tüki: Save the Humans, arthouse-styled superheroic miniseries Shazam!, and his latest children's book Smiley's Dream Book, Jeff Smith (b. 1960) has made an indelible mark on the comics industry. As a child, Smith was drawn to Charles Schulz's Peanuts, Carl Barks's Donald Duck, and Walt Kelly's Pogo, and he began the daily practice of drawing his own stories. After writing his regular strip Thorn for The Ohio State University's student paper, Smith worked in animation before creating, writing, and illustrating his runaway success, Bone. A comedic fantasy epic, Bone focuses on the Bone cousins, white, bald cartoon characters run out of their hometown, lost in a distant, mysterious valley. The self-published series ran from 1991 to 2004 and won numerous awards, including ten Eisner Awards. 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But when it comes time to act, Thisbe struggles to confront her deepest fears about her inner levels of good and evil and, to her own dismay, questions if she's really been on the right side all along. In Artimé, Rohan and Queen Maiven join forces with Aaron, Florence, and the others to discover the truth of what happened to the twins. But when Fifer sends a devastating message that challenges everything they believe in, Rohan attempts to handle the situation on his own...with disastrous results. Charlie Bone and the Shadow-Jenny Nimmo 2008 After his family is kidnapped and taken away to Badlock, Charlie Bone wastes no time in venturing to the forbidden land to fight his greatest enemy and free his beloved family. 5 Worlds Book 4: the Amber Anthem-Mark Siegel 2020 Oona Lee arrives on Salassandra determined to light the yellow beacon and continue her quest to save the Five Worlds from the evil Mimic's influence. 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Vacation on Venus (Book 6)-Jeff Dinardo 2019-08-01 When it looks like their vacation is going to be really boring, space racers save the day until the race comes to a roadblock! Can the Twins pull out all the stops to rescue the race? The Bone Shard Daughter-Andrea Stewart 2020-09-08 "One of the best debut fantasy novels of the year."--BuzzFeed News "An amazing start to a new trilogy."--Culturess "It grabs you by the heart and the throat from the first pages and doesn't let go."-- Sarah J. Maas The Bone Shard Daughter is an unmissable fantasy debut from a major new voice in epic fantasy -- a stunning tale of magic, mystery, and revolution in which the former heir to the emperor will fight to reclaim her power and her place on the throne. The emperor's reign has lasted for decades, his mastery of bone shard magic powering the animal-like constructs that maintain law and order. But now his rule is failing, and revolution is sweeping across the Empire's many islands. Lin is the emperor's daughter and spends her days trapped in a palace of locked doors and dark secrets. When her father refuses to recognise her as heir to the throne, she vows to prove her worth by mastering the forbidden art of bone shard magic. Yet such power carries a great cost, and when the revolution reaches the gates of the palace, Lin must decide how far she is willing to go to claim her birthright - and save her people. "Epic fantasy at its most human and heartfelt" . . . inventive, adventurous and wonderfully written." -- Alix E. Harrow "Utterly absorbing. I adored it." -- Emily Duncan "A thoroughly fantastic read." -- Kevin Hearne "Stewart's debut is sharp and compelling. It will hook readers in and make them fiercely anticipate the rest of the series." -- Booklist "Groundbreaking epic fantasy for a new age." -- Tasha Suri "Begins with a spark of intrigue that ignites into a thrilling adventure." -- Hafsaah Faizal

Graphic Novels: A Guide to Comic Books, Manga, and More, 2nd Edition-Michael Pawuk 2017-05-30 Covering genres from action/adventure and fantasy to horror, science fiction, and superheroes, this guide maps the vast and expanding terrain of graphic novels, describing and organizing titles as well as providing information that will help librarians to build and balance their graphic novel collections and direct patrons to read-alikes. • Introduces users to approximately 1,000 currently popular graphic novels and manga • Organizes titles by genre, subgenre, and theme to facilitate finding read-alikes • Helps librarians build and balance their graphic novel collections Dragonslayer-Duncan M. Hamilton 2019-07-02 "Successfully mixes swords, sorcery, and skullduggery with complex characters. Dumas fans will especially appreciate the faux-French setting. This is pure adventure fun with plenty for epic fantasy readers to enjoy."--Publishers Weekly With the dragons believed dead, the kingdom had no more need for dragonslayers. Drunk, disgraced, and all but forgotten, Guillot has long since left his days of heroism behind him. As forgotten places are disturbed in the quest for power, and things long dormant awaken, the kingdom finds itself in need of a dragonslayer once again, and Guillot is the only one left... "Charming [and] entertaining. Recommended for fans of dragons and medieval settings."—Library Journal The Dragonslayer Trilogy: 1. Dragonslayer 2. Knight of the Silver Circle 3. Servant of the Crown At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. Lumberjanes Vol. 1-Noelle Stevenson 2015-04-07 Five best friends are spending the summer together and they won't let any magical quest or supernatural critters get in their way. Thinking Outside the Book-C. Allen Nichols 2004 Expand your teen collection beyond traditional print into exciting alternatives that will appeal to teens. Top YA librarians share their expertise on how to defy limits and create the kind of collection that appeals to the diverse range of today's teens. You'll find valuable guidelines and tips on how to broaden and enliven your collection with graphic novels, magazines (and zines), audiobooks, video, music, interactive software and games, and more; you'll also learn how to harness the power of the Internet, establish a virtual collection, and discover options for shelving and displaying these alternative media. Forthcoming Books-Rose Army 1999

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But when it comes time to act, Thisbe struggles to confront her deepest fears about her inner levels of good and evil and, to her own dismay, questions if she's really been on the right side all along. In Artimé, Rohan and Queen Maiven join forces with Aaron, Florence, and the others to discover the truth of what happened to the twins. But when Fifer sends a devastating message that challenges everything they believe in, Rohan attempts to handle the situation on his own...with disastrous results. Charlie Bone and the Shadow-Jenny Nimmo 2008 After his family is kidnapped and taken away to Badlock, Charlie Bone wastes no time in venturing to the forbidden land to fight his greatest enemy and free his beloved family. 5 Worlds Book 4: the Amber Anthem-Mark Siegel 2020 Oona Lee arrives on Salassandra determined to light the yellow beacon and continue her quest to save the Five Worlds from the evil Mimic's influence. Crosswords-Thomas Joseph 2003-09 These puzzles are so good they've earned the seal of approval from the NAVH (National Association for the Visually Handicapped). Now crossword lovers with less than perfect sight can enjoy their favorite pastime. Each of these puzzles-125 in each book-takes up two full pages, and has large word type and generously sized grids with easy-to-see numbering. They challenge the brain, not the eyes. Toss the Bones-Paul Tobin 2016 "Nimble Jack returns to drive Boston mad, and only Declan Thomas can stop him. With his body failing and his sanity crumbling, Declan balances between falling into madness and instant death"-- Rasl-Jeff Smith 2018-12 A dimension-jumping art thief races through space and time in search of his next job but becomes distracted by an assassin pursuing him using the same technology he uses to jump across dimenstions. Vacation on Venus (Book 6)-Jeff Dinardo 2019-08-01 When it looks like their vacation is going to be really boring, space racers save the day until the race comes to a roadblock! Can the Twins pull out all the stops to rescue the race? The Bone Shard Daughter-Andrea Stewart 2020-09-08 "One of the best debut fantasy novels of the year."--BuzzFeed News "An amazing start to a new trilogy."--Culturess "It grabs you by the heart and the throat from the first pages and doesn't let go."-- Sarah J. Maas The Bone Shard Daughter is an unmissable fantasy debut from a major new voice in epic fantasy -- a stunning tale of magic, mystery, and revolution in which the former heir to the emperor will fight to reclaim her power and her place on the throne. The emperor's reign has lasted for decades, his mastery of bone shard magic powering the animal-like constructs that maintain law and order. But now his rule is failing, and revolution is sweeping across the Empire's many islands. Lin is the emperor's daughter and spends her days trapped in a palace of locked doors and dark secrets. When her father refuses to recognise her as heir to the throne, she vows to prove her worth by mastering the forbidden art of bone shard magic. Yet such power carries a great cost, and when the revolution reaches the gates of the palace, Lin must decide how far she is willing to go to claim her birthright - and save her people. "Epic fantasy at its most human and heartfelt" . . . inventive, adventurous and wonderfully written." -- Alix E. Harrow "Utterly absorbing. I adored it." -- Emily Duncan "A thoroughly fantastic read." -- Kevin Hearne "Stewart's debut is sharp and compelling. It will hook readers in and make them fiercely anticipate the rest of the series." -- Booklist "Groundbreaking epic fantasy for a new age." -- Tasha Suri "Begins with a spark of intrigue that ignites into a thrilling adventure." -- Hafsaah Faizal

Graphic Novels: A Guide to Comic Books, Manga, and More, 2nd Edition-Michael Pawuk 2017-05-30 Covering genres from action/adventure and fantasy to horror, science fiction, and superheroes, this guide maps the vast and expanding terrain of graphic novels, describing and organizing titles as well as providing information that will help librarians to build and balance their graphic novel collections and direct patrons to read-alikes. • Introduces users to approximately 1,000 currently popular graphic novels and manga • Organizes titles by genre, subgenre, and theme to facilitate finding read-alikes • Helps librarians build and balance their graphic novel collections Dragonslayer-Duncan M. Hamilton 2019-07-02 "Successfully mixes swords, sorcery, and skullduggery with complex characters. Dumas fans will especially appreciate the faux-French setting. This is pure adventure fun with plenty for epic fantasy readers to enjoy."--Publishers Weekly With the dragons believed dead, the kingdom had no more need for dragonslayers. Drunk, disgraced, and all but forgotten, Guillot has long since left his days of heroism behind him. As forgotten places are disturbed in the quest for power, and things long dormant awaken, the kingdom finds itself in need of a dragonslayer once again, and Guillot is the only one left... "Charming [and] entertaining. Recommended for fans of dragons and medieval settings."—Library Journal The Dragonslayer Trilogy: 1. Dragonslayer 2. Knight of the Silver Circle 3. Servant of the Crown At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. Lumberjanes Vol. 1-Noelle Stevenson 2015-04-07 Five best friends are spending the summer together and they won't let any magical quest or supernatural critters get in their way. Thinking Outside the Book-C. Allen Nichols 2004 Expand your teen collection beyond traditional print into exciting alternatives that will appeal to teens. Top YA librarians share their expertise on how to defy limits and create the kind of collection that appeals to the diverse range of today's teens. You'll find valuable guidelines and tips on how to broaden and enliven your collection with graphic novels, magazines (and zines), audiobooks, video, music, interactive software and games, and more; you'll also learn how to harness the power of the Internet, establish a virtual collection, and discover options for shelving and displaying these alternative media. Forthcoming Books-Rose Army 1999

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Bone-Jeff Smith 2005 The adventures and misadventures of the three Bone cousins, Fone, Smiley, and Phoney. Bone #4-Jeff Smith 2006 As Barrelhaven prepares for war, Fone Bone, Thorn, and Gran'ma Ben have an encounter with the leader of the rat creatures, Kingdok. To make things worse, Phoney convinces the townspeople that he's a dragonslayer and that dragons are their biggest threat. The Dragonslayer-Jeff Smith 1997 Graphic novel. Popular Bone series recommended reluctant readers. 9 yrs+ Treasure Hunters-Jeff Smith 2008 Finally reaching the city of Atheta, Gran'ma Ben and Thorn join forces with old friends in order to stop The Lord of Locusts' evil mission in its tracks, in the eighth installment to this exciting series. Simultaneous. Out from Boneville-Jeff Smith 2005 The adventure starts when cousins Fone Bone, Phoney Bone, and Smiley Bone are run out of Boneville and later get separated and lost in the wilderness, meeting monsters and making friends as they attempt to return home. Simultaneous. Bone-Jeff Smith 2005-02-01 Bone series #1. The Saga Continues-Jeff Smith 2011-10-01 Expand your BONE library with the second volume in these collectible gift editions. The adventure continues for Fone Bone, Phoney Bone, and Smiley Bone, as well as Gran'Ma Ben and Thorn, in BONE #4: The Dragonslayer, BONE #5: Rock Jaw: Master of the Eastern Border, and BONE #6: Old Man's Cave. The forces of evil are growing stronger, and the Bone cousins must stay out of trouble long enough to face off against Kingdok, ruler of the rat creatures, the Red Dragon, and Rock Jaw, the Master of the Eastern Border. Meanwhile, as The Hooded One incites his army to fullscale war, the showdown between him and the people of the valley begins. Expand your BONE collection with this brilliant, fullcolour gift edition -- which includes Books 4-6 of Jeff Smith's incredible comic book saga. Bone Collection-Jeff Smith 2009-08-01 From Publishers WeeklyThe nine-volume Bone graphic novel series was the toast of the comics world when it was published by Smith's own Cartoon Books beginning in the early 1990s; in this first volume of Scholastic's new edition, the original b&w art has been beautifully converted into color. Smith's epic concerns three blobby creatures who have stumbled into a valley full of monsters, magic, farmers, an exiled princess and a huge, cynical dragon. The story is something like a Chuck Jones version of The Lord of the Rings: hilarious and action-packed, but rarely losing track of its darker subtext about power and evil. This volume is the most lighthearted of the bunch, though, featuring some of the wittiest writing of any children's literature in recent memory--a few of Smith's gags are so delicious that he repeated them for the rest of the series. It also introduces the Bone cast's unforgettable supporting characters: the leathery, tough-as-nails, racing-cow-breeding Gran'ma Ben; the carnivorous but quiche-loving "rat creatures"; a spunky trio of baby opossums; and Ted the Bug, whose minimalist appearance (a tiny semicircle) exemplifies Smith's gift for less-is-more cartooning. The way his clear-lined, exaggerated characters contrast with their subtle, detailed backgrounds is a product of his background in animation, and so is his mastery of camera angles and choreography. This is first-class kid lit: exciting, funny, scary and resonant enough that it will stick with readers for a long time.The Bone Collection includes all nine books from Jeff Smith's incredible graphic novel series.Bone #01: Out From BonevilleBone #02: The Great Cow RaceBone #03: Eyes of the StormBone #04: DragonslayerBone #05: Rock Jaw: Master of the Eastern BorderBone #06: Old Man's CaveBone #07: Ghost CirclesBone #08: Treasure Hunters Bone #09: Crown of Horns Eyes of the Storm-Jeff Smith 2007 Once again, the valley seems tranquil: Fone Bone, Phoney Bone and Smiley Bone are helping to patch up Gran'ma Ben's farmhouse after the rat creature raid, and Phoney Bone is up to his old tricks again. But what's happening to the weather? And what are these strange dreams Thorn is having? Great Cow Race-Jeff Smith 1995 Fone Bone and his cousins plan to return home after visiting the village of Barrelhaven with Thorn and Gran'ma Ben. Book #2. The Great Cow Race-Jeff Smith 2007 Things seem quite well in the valley, Fone Bone is still living with Thom and Gran'ma Ben, while his cousins Phoney and Smiley are working in the inn at Barrelhaven. But peace never lasts for long when the bone cousins are around. Soon Phoney Bone is up to his old con tricks again, trying to throw the bets on the annual cow race. The Art of Bone-Jeff Smith 2007 Showcasing never before and rarely seen artwork, outlines, and entire stories, a comprehensive collection of all things Bone features the comics, sketches, and grand plans that set the masterpiece of literary fantasy in motion. \$20,000 ad/promo. Crown of Horns-Jeff Smith 2009 The adventures and misadventures of the three Bone cousins, Fone, Smiley, and Phoney. Bone 5: Rockjaw, Master of the Eastern Border-Jeff Smith 2007-01-09 While trying to return a lost ratlike cub to its home in the mountains, Fone and Smiley Bone encounter Rock Jaw, the wicked master of the eastern border. Bone series #5. Quest for the Spark-Tom Sniegoski 2011 Twelve-year-old Tom Elm, his raccoon friend Roderick, Percival, Abbey, and Barclay Bone, warrior priest Randolf, and forest wman Lorimar join in a quest to find the pieces of the Spark that can save Dreaming--and the Waking World--from a Darkness created by the Nacht. Bone 1-3-Jeff Smith 2008-09-01 Cousins Fone Bone, Phoney Bone, and Smiley Bone are run out of Boneville and later get separated and lost in the wilderness, meeting monsters and making friends as they attempt to return home. Old Man's Cave-Jeff Smith 2007 As war spreads through the valley, the Bone cousins join Gran'ma Ben and Lucius at Old Man's Cave to make a stand against the rat creatures. Jeff Smith-Frederick Luis Aldama 2019-10-29 First with his magisterial fantasy Bone to his mind-bending, time-warping sci-fi noir RASL, Paleolithic-set fantasy Tüki: Save the Humans, arthouse-styled superheroic miniseries Shazam!, and his latest children's book Smiley's Dream Book, Jeff Smith (b. 1960) has made an indelible mark on the comics industry. As a child, Smith was drawn to Charles Schulz's Peanuts, Carl Barks's Donald Duck, and Walt Kelly's Pogo, and he began the daily practice of drawing his own stories. After writing his regular strip Thorn for The Ohio State University's student paper, Smith worked in animation before creating, writing, and illustrating his runaway success, Bone. A comedic fantasy epic, Bone focuses on the Bone cousins, white, bald cartoon characters run out of their hometown, lost in a distant, mysterious valley. The self-published series ran from 1991 to 2004 and won numerous awards, including ten Eisner Awards. This career-spanning collection of interviews, ranging from 1999 to 2017, enables readers to follow along with Smith's development as an independent creator, writer, and illustrator. Ghost Circles-Jeff Smith 2001 The adventure starts when cousins Fone Bone, Phoney Bone, and Smiley Bone are run out of Boneville and later get separated and lost in the wilderness, meeting monsters and making friends as they attempt to return home. The Iron Maiden-Resa Nelson 2016-01-04 Astrid is reluctant to travel the winter route beyond the Northlands, even though it's her duty. She'd rather stay home in her village, surrounded by friends and neighbors. Ignoring the bonds of tradition, she decides to spend the cold winter months in the warmth of her blacksmithing shop. Why should she leave the comfort of her cottage to serve and protect foreigners who might raid and harm her native Northlands? But then a traveling merchant steals Starlight, the first dragonslayer's sword Astrid forged and her last link to her sweetheart DiStephan. Having no time to alert her friends, Astrid races in pursuit of the merchant, determined to reclaim Starlight as her own and return home in time for dinner. Instead, her quest leads her to new lands, unexpected friendships with foreigners, and a harrowing encounter with the damage done by the followers of a new god that considers women as nothing more than servants to men. All the while, she must be ready to face any dragon traveling the winter route. AUTHOR'S NOTE: This series is written for adults but appropriate for ages 14 and up. The Dragon Slayer-Jaime Hernandez 2017 "A collection of three Latin American folktales retold in graphic novel form"-- The Dodgeball Chronicles (Knights of the Lunch Table #1)-Frank Cammuso 2013-07-30 Artie King just wants to ease into life at Camelot Middle School. He's got new lunch buddies, Percy and Wayne, and his science teacher, Mr. Merlyn, is pretty cool. But then there's scary Principal Dagger and big bad Joe and The Horde, a bunch of brawny bullies who rule the school. Rose-Jeff Smith 2009-08-01 In this prequel to the Bone graphic novel series, young Princess Rose becomes a hero when she defeats the possessed dragon attacking the small towns of the Northern Valley and saves many people. Bone-Jeff Smith 2004 Three modern cartoon cousins get lost in a pre-technological valley, spending a year there making new friends and out-running dangerous enemies, in a compilation of the creator's Bone series all in one binding. Original. Mission Hindenburg (The 39 Clues: Doublecross, Book 2)-C. Alexander London 2015-07-28 Never turn your back on the Cahills . . . The most powerful family history has ever known returns with a vengeance in The 39 Clues: Doublecross! The Cahills are the world's most powerful family, but their strength is being tested. A sinister man calling himself "The Outcast" has targeted the family and set them an impossible test. He's recreating four of history's worst disasters and challenging the young Cahills to find and stop the tragedies before it's too late. Now, with one disaster behind them, siblings Dan and Amy Cahill and their friends have just days to discover what the Outcast's next move will be. Their frantic search seems to be pointing toward a terrifying air disaster, the explosion of the Hindenburg airship. But no one travels by airship anymore -- what do the Outcast's cryptic messages mean? The young Cahills must split up and take to