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ELLIANA HAILEY

Stories Done Image Comics
ENIGMA is a thought-provoking post-modern tale of self-discovery and sexual identity told against the backdrop of improbable super-heroes and villains. Michael Smith lives a meaningless life of routine and boredom. But when Enigma, his favorite childhood comic book hero, inexplicably comes to life, Smith finds himself on an obsessive crusade to uncover the secret behind his improbable existence. Teaming with Enigma's comic creator, Smith encounters an insanity-inducing psychopath, a brain-eating serial killer, and a suicide-inciting clown posse as his quest uncovers hidden truths about

both his idol and himself. This new edition of the Vertigo classic is written by Peter Milligan (JUSTICE LEAGUE DARK, RED LANTERNS) with kinetic art by Duncan Fegredo (SHADE THE CHANGING MAN). Collects ENIGMA #1-8.
Sex Pistols: The Graphic Novel Springer Science & Business Media
A brilliant graphic novel adaptation of Neil Gaiman's critically acclaimed novel for young people. When Coraline moves to a new home, she is fascinated by the fact that the 'house' is really only half a house - it was divided into flats years before. And it soon becomes clear to Coraline that the other flat is not quite as cosy and safe as her own.
Night Beat GRIN Verlag
The critically acclaimed author of Lovecraft Country returns with a thrilling and immersive virtual reality epic—part

cyberthriller, part twisted romantic comedy—that transports you to a world where identity is fluid and nothing can be taken at face value. John Chu is a “sherpa”—a paid guide to online role-playing games like the popular Call to Wizardry. For a fee, he and his crew will provide you with a top-flight character equipped with the best weapons and armor, and take you dragon-slaying in the Realms of Asgarth, hunting rogue starships in the Alpha Sector, or battling hordes of undead in the zombie apocalypse. Chu's new client, the pseudonymous Mr. Jones, claims to be a “wealthy, famous person” with powerful enemies, and he's offering a ridiculous amount of money for a comprehensive tour of the world of virtual-reality gaming. For Chu, this is a dream assignment, but as the tour gets underway, he begins to

suspect that Mr. Jones is really North Korean dictator Kim Jong-un, whose interest in VR gaming has more to do with power than entertainment. As if that weren't enough to deal with, Chu also has to worry about "Ms. Pang," who may or may not be an agent of the People's Republic of China, and his angry ex-girlfriend, Darla Jean Covington, who isn't the type to let an international intrigue get in the way of her own plans for revenge. What begins as a whirlwind online adventure soon spills over into the real world. Now Chu must use every trick and resource at his disposal to stay one step ahead—because in real life, there is no reset button.

The Art of Iron Man (10th Anniversary Edition) Vertigo

The 1960s and 1970s represent a rare moment in our cultural history -- music was exploring unprecedented territories, literature was undergoing a radical reinvention, politics polarized the nation, and youth culture was at the zenith of its influence. There has never been, nor is there likely to be, another generation that matches the contributions of the artists of that time period. In this poignant book, journalist Mikal Gilmore weaves a narrative of the '60s and '70s as he examines the lives of the era's most important cultural icons. Keeping the power of rock & roll at the forefront, Gilmore gathers together stories about major artists from every field -- George Harrison, Ken Kesey, Johnny Cash, Allen Ginsberg, to name just a few. Gilmore reveals the truth about this idealized period in history, never shying away from the ugly influences that brought many of rock's most exciting figures to their knees. He examines how Jim Morrison's alcoholism led to the star's death at the age of twenty-seven, how Jerry Garcia's drug problems brought him to the brink of death so many times that his bandmates did not believe the news of his actual demise, how Pink Floyd struggled with the guilt of kicking out founding member Syd Barrett because of his debilitating mental illness. As Gilmore examines the dark side of these complicated figures, he paints a picture of the environment that bred them, taking readers from the rough streets of Liverpool (and its more comfortable suburbs) to the hippie haven of Haight-Ashbury that hosted the infamous Summer of Love. But what resulted from these lives and those times, Gilmore argues, was worth the risk -- in fact, it may be inseparable from those hard costs. The lives of these dynamic and diverse figures are intertwined with Gilmore's exploration of the social,

political, and emotional characteristics that defined the era. His insights and examinations combine to create a eulogy for a formative period of American history. The Neil Gaiman Coloring Book HarperCollins

AMERICAN GODS by international bestseller, and creator of Sandman, Neil Gaiman is an award-winning epic novel, highly acclaimed major TV series starring Ricky Whittle, Ian McShane and Gillian Anderson and now, for the first time, adapted in stunning comic book form. This is the second of three bind-up editions.

'Original, engrossing and endlessly inventive' - George R. R. Martin. The extraordinary road trip across America continues as our heroes gather reinforcements for the imminent god war. Shadow and Wednesday leave the House on the Rock and continue their journey across the country where they set up aliases, meet new gods and prepare for war. The Hugo, Bram Stoker, Locus, World Fantasy and Nebula award-winning epic novel and hit Amazon Prime Video TV series by international bestseller Neil Gaiman is now, for the first time, adapted in stunning graphic novel form. This volume collects the second nine issues of the seminal American Gods comic book series.

Enigma Vertigo

In the ninth installment in Kevin Hearne's New York Times bestselling Iron Druid Chronicles, the ancient gods are still wreaking havoc today in this hilarious, action-packed collection of original short stories featuring Atticus O'Sullivan. In ancient Egypt, Atticus agrees to raid a secret chamber underneath the library of Alexandria, dodging deadly traps, only to learn that on-site security includes two members of the Egyptian pantheon. At a Kansas carnival, fun and games turn to murder and mayhem, thanks to soul-snatching demons and flesh-craving ghouls luring visitors into an all-too-real house of horrors. In olde England, striking up a friendship with William Shakespeare lands both Atticus and the Bard in boiling hot water with a trio of infamous witches. During the Gold Rush, the avatar of greed himself turns the streets of San Francisco red with blood and upsets the elemental Sequoia. Atticus may have to fight fire with fire if he's going to restore balance. More, you say? Indeed there is—including bogeymen, vampire hordes, wrathful wraiths, and even a journey to the realm of the dead. Prepare to be besieged with ten tantalizing tales—not to be missed, never to be forgotten. Don't miss any of The Iron Druid Chronicles: HOUNDED | HEXED | HAMMERED | TRICKED | TRAPPED

| HUNTED | SHATTERED | STAKED | SCOURGED | BESIEGED

Sandman Vol. 11: Endless Nights 30th Anniversary Edition Tachyon Publications

The multiple Eisner and Harvey Award-winning series from BRIAN K. VAUGHAN and CLIFF CHIANG continues, as newspaper deliverers Erin, Mac, and Tiffany finally reunite with their long-lost friend KJ in an unexpected new era, where the girls must uncover the secret origins of time travel—or risk never returning home to 1988. Collects PAPER GIRLS #11-15 **Sandman, Band 10 - Das Erwachen** Image Comics

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.

Coraline Vertigo

Inspired by H. P. Lovecraft's classic, today's masters of horror take up their pens and turn once more to that decayed, forsaken New England fishing village with its sparkling treasure, loathsome denizens, and unspeakable evil. This anthology features seventeen chilling stories by authors such as Neil Gaiman, Ramsey Campbell and Kim Newman, as well as the original masterpiece of horror.

"Introduction: Spawn of the Deep Ones" by Stephen Jones "The Shadow Over Innsmouth" by H. P. Lovecraft "Beyond the Reef" by Basil Copper "The Big Fish" by Jack Yeovil "Return to Innsmouth" by Guy N. Smith "The Crossing" by Adrian Cole "Down to the Boots" by D. F. Lewis "The Church in High Street" by Ramsey Campbell "Innsmouth Gold" by David Sutton "Daoine Domhain" by Peter Tremayne "A Quarter to Three" by Kim Newman "The Tomb of Priscus" by Brian

Mooney "The Innsmouth Heritage" by Brian Stableford "The Homecoming" by Nicholas Royle "Deepnet" by David Langford "To See the Sea" by Michael Marshall Smith "Dagon's Bell" by Brian Lumley "Only the End of the World Again" by Neil Gaiman

Cultural Memory and Early Civilization Penguin

From the upheaval of THE SANDMAN UNIVERSE #1 rises THE DREAMING—a kingdom in chaos. There is a place where stories are born. Today its walls lie slashed and bleeding. Dream has abandoned his realm, and until he is found, its residents must protect its broken borders alone. But the most senior storysmiths are tormented by invasive secrets, the warden Lucien is doubting his own mind—and beyond the gates something horrific waits with tooth and talon. Only Dora, the monstress, finds opportunity in madness, stealing dreams for the highest bidder. But she has no idea how deep the danger lies. Meanwhile, in Dream's gallery, something new is growing...

Brothers Hachette UK

Working as an investigative reporter for the newspaper *The Word*, Spider Jerusalem attacks the injustices of his surreal 21st-century surroundings. Spider ventures into the dangerous Angels 8 district, home of the Transients—humans who have decided to become aliens through cosmetic surgery. And don't miss Spider's confrontation with the president of the United States...in a men's room. Plus, when Spider tries to shed light on the atrocities of these institutions, he finds himself fleeing a group of hit men/kidnappers in possession of his ex-wife's frozen head. Collects TRANSMETROPOLITAN #1-12!

The Girl in Red Dark Horse Comics

"The best novel concerning the American pop music culture of the sixties I've ever read."—Stephen King From #1 New York Times bestselling author George R. R. Martin comes the ultimate novel of revolution, rock 'n' roll, and apocalyptic murder—a stunning work of fiction that portrays not just the end of an era, but the end of the world as we know it. Onetime underground journalist Sandy Blair has come a long way from his radical roots in the '60s—until something unexpectedly draws him back: the bizarre and brutal murder of a rock promoter who made millions with a band called the Nazgûl. Now, as Sandy sets out to investigate the crime, he finds himself drawn back into his own past—a magical mystery tour of the pent-up passions of his generation. For a new messiah has resurrected the Nazgûl and the mad new rhythm may be more

than anyone bargained for—a requiem of demonism, mind control, and death, whose apocalyptic tune only Sandy may be able to change in time . . . before everyone follows the beat. "The wilder aspects of the '60s . . . roar back to life in this hallucinatory story by a master of chilling suspense."—Publishers Weekly "What a story, full of nostalgia and endless excitement. . . . It's taut, tense, and moves like lightning."—Tony Hillerman "Daring . . . a knowing, wistful appraisal of . . . a crucial American generation."—Chicago Sun-Times "Moving . . . comic . . . eerie . . . really and truly a walk down memory lane."—The Washington Post

88 Names Bantam

"Experience the wonders of life in orbit with a female astronaut's incredible memoir, revealing what it really takes to reach the stars"--

The Grotesque in Art and Literature New York : Columbia University Press

The classic short story collection by Neil Gaiman and a host of renowned artists is back! Alternately haunting, bittersweet, erotic and nightmarish, the seven stories in this book—one for each of the Endless siblings, each illustrated by a different artist—reveal strange secrets and surprising truths about the Endless.

A Midsummer-night's Dream Omnibus Press

Add your own personal touch to the original art inspired by Newbery Medal-winning and New York Times bestselling author Neil Gaiman's stories for children, including: *The Graveyard Book*; *Coraline*; *Fortunately, the Milk*; *Instructions*; and *Crazy Hair*. Each page depicts stunning scenes, quotes, and beloved characters, illustrated by comic luminary Jill Thompson, just waiting for YOU to bring them to life. Go forth and, as Neil Gaiman says, "make good art."

Das Erwachen BRILL

Egyptologist Jack A. Josephson, a writer and researcher in the tradition of the gentleman scholar, has achieved broad recognition as an authority in Egyptian art history. His lucid investigative analyses have probed and redefined the limits of inquiry, expanded research parameters, and broadened perspectives, emphasizing the undeniable contributions of art history in an intra-disciplinary framework. This volume of collected essays is dedicated to Josephson by distinguished friends and colleagues, a select roster including eminent, established scholars in the field of Egyptology and rising stars of the younger generation. Josephson views Egyptian art history as a critical but neglected area of study, and is a strong proponent of its reinstatement in the

academic curriculum as an essential component in the formation of new cadres. The quality of the articles in this Egyptological medley is a tribute to the honoree and an affirmation of the esteem of his peers, while the range of subjects and variety of themes addressed reflect the degree to which he has, in his own scholarship, undertaken to implement his ideal.

Barefoot Gen Anchor

John Reed is bored with his life and his uneventful police career in a sleepy town in Missouri, until a girl is found dead in the nearby forest. The event triggers John's suppressed memories of the summer of 1957, when he was on his way to Las Vegas and crossed paths with a girl that was on the run, trying to get to the resort at Manhattan beach. They traveled together for a few days by stealing cars, until the police and her uncle caught up to them, with tragic results. As he investigates the brutal murders of several young girls, the past and present begin to blur in his mind.

Monstress #1 DC COMICS bei Panini Comics

Pt. 1. The theoretical basis -- Memory culture -- Written culture -- Cultural identity and political imagination -- pt. 2. Case studies -- Egypt -- Israel and the invention of religion -- The birth of history from the spirit of the law -- Greece and disciplined thinking -- Cultural memory : a summary.

Zitty HarperCollins

The new and old gods agree to meet in the center of America to exchange the body of the old gods' fallen leader--heading towards the inevitable god war in this final arc to the bestselling comic series! The Hugo, Bram Stoker, Locus, World Fantasy, and Nebula Award-winning novel and hit Starz television series by NEIL GAIMAN is adapted as a graphic novel! Collects American Gods Volume 3: The Moment of the Storm #1-#9.

Eternity's Wheel Vertigo

Der König der Träume ist tot - lang lebe der König der Träume! Und nun kommen alte Götter, Freunde und Feinde zusammen, um ihm die letzte Ehre zu erweisen und sich zu erinnern bei der seltsamsten Totenwache aller Zeiten. Die Echos dieses Todes hallen wider: Sie erreichen einen Mann, der nicht sterben will, und einen chinesischen Weisen, dessen Weg ins Exil ihn durch eine Wüste der Träume führt. Und am Ende seines Lebens erfüllt William Shakespeare seinen Teil einer sehr ungewöhnlichen Abmachung. DAS ERWACHEN ist das zehnte Buch aus der 10-bändigen SANDMAN-BIBLIOTHEK. Die SANDMAN-

Bücher können sowohl in der Reihenfolge ihres Erscheinens als auch einzeln gelesen werden.