

The Hobbit Graphic Novel

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It is your totally own mature to perform reviewing habit. in the midst of guides you could enjoy now is **The Hobbit Graphic Novel** below.

The Eye of the World: The Graphic Novel, Volume Five - Robert Jordan 2014-07-08

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.

[Forrest Gump](#) - Winston Groom 2012-02-21

The modern classic that inspired the beloved movie starring Tom Hanks. Six foot six, 242 pounds, and possessed of a scant IQ of 70, Forrest Gump is the lovable, surprisingly savvy hero of this classic comic tale. His early life may seem inauspicious, but when the University of Alabama's football team drafts Forrest and makes him a star, it sets him on an unbelievable path that will transform him from Vietnam hero to world-class Ping-Pong player, from wrestler to entrepreneur. With a voice all his own, Forrest is telling all in a madcap romp through three decades of American history.

[The Hobbit](#) - Charles Dixon 2008-04-18

Chronicles the adventures of Bilbo Baggins, who embarks on a quest to reclaim stolen treasure from the dragon Smaug, along with his dwarve companions and the wizard Gandalf, and unwittingly returns to the Shire with a Ring of Power.

Anthrax: Among the Living (HC) - Rob Zombie 2021-06-06

In 1987, Anthrax unleashed a heavy metal & pop culture touchstone with the release of their historic *Among the Living* album! Now Anthrax & Z2 invite you to explore the album like never before with this original anthology graphic novel! Each song on the album is given an original story by an amazing creative team, along with extra content and the introduction of the new NOTMAN designed by Greg Nicetero (Walking Dead)! Come on this dark journey into the '87 underground in America with these esteemed creators...

Raising Dragons - Bryan Davis 2021

"Previously published in 2004 by Scrub Jay Journeys"--Copyright page.

The Hobbit (Graphic Novel) - J.R.R. Tolkien 2001-05-29

An illustrated edition of the enchanting prequel to *The Lord of the Rings*, *The Hobbit*—the classic fantasy that inspired Peter Jackson's major motion picture trilogy—in a newly expanded edition. When Thorin Oakenshield and his band of dwarves embark upon a dangerous quest to reclaim the hoard of gold stolen from them by the evil dragon Smaug, Gandalf the wizard suggests an unlikely accomplice: Bilbo Baggins, an unassuming Hobbit dwelling in peaceful Hobbiton. Along the way, the company faces trolls, goblins, giant spiders, and worse. But as they journey from the wonders of Rivendell to the terrors of Mirkwood and beyond, Bilbo will find that there is more to him than anyone—himself included—ever dreamed. Unexpected qualities of courage and cunning, and a love of adventure, propel Bilbo toward his great destiny . . . a destiny that waits in the dark caverns beneath the Misty Mountains, where a twisted creature known as Gollum jealously guards a precious magic ring.

[In the Small](#) - Michael Hague 2008-05-01

When a mysterious cataclysmic event, "the blue flash," causes the population of the earth to shrink in size to six inches tall, suddenly humanity has the tables turned on itself: The very civilization it has created becomes its greatest obstacle to survival. Animals and the environment, which have long suffered under the rule and/or destruction of humans, are now some of their most feared enemies. Amid the confusion and

turmoil, two strong teenagers, 18-year-old Mouse and his younger sister Beat, emerge as the most promising leaders, eventually setting out on a quest to discover the secret that could redeem this strange new world.

The Witcher Omnibus - Paul Tobin 2019-12-03

Multi-Eisner award-winning writer Paul Tobin pens a fantasy epic of the adventures of Geralt of Rivia, a witcher—one of the few remaining monster hunters from the critically acclaimed video game fantasy *The Witcher* by CD Projekt Red! Featuring story art by Joe Querio, Piotr Kowalski, Max Bertolini, with a bonus sketchbook section and additional art by Dave Johnson (100 Bullets), Dan Panosian (Slots), Stan Sakai (Usagi Yojimbo), Duncan Fegredo (MPH), Simon Bisley (Lobo), and a cover by Mike Mignola (Hellboy). Collects issues #1-#5 of *The Witcher* comic series *House of Glass*, *Fox Children*, *Curse of Crows*, and the *Killing Monsters* one-shot—and features annotations from the creators of the comics, as well as a sketchbook section.

The Kingdom of the Dwarfs - Robb Walsh 2018-11-14

A lavishly illustrated journey into the world of legend's most elusive people in the tradition of J.R.R. Tolkien's *Lord of the Rings*. An extraordinary exploration of a remarkable civilization that will enchant and enthrall all who delve into its pages. A recently discovered archaeological find provides a wealth of knowledge on the heretofore unknown life and habits of Dwarfs in all their day-to-day activities. Close examination is provided of their lives in everything from metalworking technologies to constructing underground dwellings and tunnels. Additionally, insight is offered into the general hierarchy of the population, from lowly laborers to their kings and ruling class.

A Hobbit's Journal - Michael Green 1979

The Colour Illustrated Hobbit - J. R. R. Tolkien 2017-09-21

Bilbo Baggins is a hobbit who enjoys a comfortable and quiet life. His contentment is disturbed one day when the wizard, Gandalf, and the dwarves arrive to take him away on an adventure.

New Spring: the Graphic Novel - Robert Jordan 2013-06-25

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.

[The Golden Compass](#) - Stéphane Melchior-Durand 2016

"In the first of a three-volume graphic novel adaptation, Lyra Belacqua and her daemon familiar set out to prevent her best friend and other kidnapped children from becoming the subject of gruesome experiments in the Far North"--

[Cardboard](#) - Doug TenNapel 2012

After Cam's father gives him a cardboard box for his birthday, they fashion it into a man that comes to life, but things spin out of control when a bully steals a scrap of the cardboard to create creatures that disobey his orders and multiply into an army.

Wizard's Tale - Kurt Busiek 2013-03-19

An evil wizard sets out to find the Book of Worse, which was hidden by the last forces of good.

Redwall - Brian Jacques 2001-01-01

To Kill a Mockingbird (Enhanced Edition) - Harper Lee 2014-11-04

Voted America's Best-Loved Novel in PBS's The Great American Read Harper Lee's Pulitzer Prize-winning masterwork of honor and injustice in the deep South—and the heroism of one man in the face of blind and violent hatred One of the most cherished stories of all time, To Kill a Mockingbird has been translated into more than forty languages, sold more than forty million copies worldwide, served as the basis for an enormously popular motion picture, and was voted one of the best novels of the twentieth century by librarians across the country. A gripping, heart-wrenching, and wholly remarkable tale of coming-of-age in a South poisoned by virulent prejudice, it views a world of great beauty and savage inequities through the eyes of a young girl, as her father—a crusading local lawyer—risks everything to defend a black man unjustly accused of a terrible crime.

Comic Book Tattoo - Pia Guerra 2008

Illustrated sequences by more than eighty comic-book and graphic artists accompany the lyrics of songs by Tori Amos ranging from "Little Earthquakes" to "American Doll Posse."

The Hobbit - J. R. R. Tolkien 2012

Bilbo Baggins, a respectable, well-to-do hobbit, lives comfortably in his hobbit-hole until the day Gandalf, the wandering wizard, convinces him to take part in an adventure with a cohort of dwarves, from which he may never return.

SEAL Team Six: The Novel - Chuck Dixon 2013-12-05

They are highly trained. Their missions are classified. They are our best and last hope. Yet they do not exist. Follow SEAL Team Six as they train, hunt and fight an enemy who reaches out from the most remote corners of the world to murder and maim. These highly-trained, military men are the unknown heroes who endure unimaginable hardship and murderous combat to protect our homeland. In SEAL Team Six: The Novel, a mass shooting at a California big box store begins a new round of murder from an unknown source. America is suffering a virus of homegrown terror as one-man cells are inspired by a new kind of terrorist who speaks to them through websites, tweets and emails. These lone wolves get their orders and directions on how to carry them out from a man known only as Young El. His identity and face aren't known. Counter-intelligence agencies in the West have only the voice on his podcasts to identify him. The super-secret group often know as SEAL Team Six is the point of the spear to find, and eliminate, this new source of murder and suffering. Their hunt takes them from their base in the USA to a deadly labyrinth in the Phillipines and, finally, a terror stronghold deep in the jungles of Borneo. You'll train with these men, fight alongside them and share their danger and losses. America's gunfighters take the battle to the home turf of terror no matter where on the planet it hides. "This is straight up, unapologetic military action set against the fast-changing background of the war on terror," says New York Times Bestselling writer Chuck Dixon. "There's no mercy and no rules as the world's toughest warriors face the world's most murderous outlaws. If you're tired of heroes who pull their punches and question their own motives and missions this one's for you. These are true American super-heroes fighting in the worst places in the world to ensure our safety."

Mammon - Michael Hague 2018-09-04

Michael Hague is an American illustrator and writer, primarily of children's fantasy books. He has illustrated such classics such as The Wind in the Willows, The Wizard of Oz, The Hobbit and the stories of Hans Christian Andersen. He is renowned for the intricate and realistic detail he brings to his work, and the rich colors he chooses. A horrifyingly beautiful vampire story, this lavishly illustrated adventure starts on the streets of 1920s London and ends at the gates of Hell. A horrifyingly beautiful vampire story, this lavishly illustrated adventure starts on the streets of 1920s London and ends at the gates of Hell. Writer

Jonathan Meeks is captivated by the story of Dracula. On a quest for immortality, to discover if there is truth at the heart of the vampire myth, Meeks discovers there is far more truth in fiction.

Dracula - Bram Stoker 2021-09-21

Dracula -both the legendary blood-thirsty vampire and his historic inspiration, Vlad The Impaler- has terrified and fascinated the world via a myriad of films and books ever since Bram Stoker's original 1809 novel. Tales of the vampiric Prince of Darkness have been adapted to every format including a number of graphic novels. But just as Stoker's 1809 novel ever holds its historic place, so too does the original Dracula graphic novel. The premier, 1966 graphic adaptation of Stoker's classic was edited and packaged as a paperback by legendary Creepy magazine founding editor, Russ "Unca' Creepy" Jones. Creepy launched as a full-sized, uncensored black and white horror comics magazine in 1964. It ran, most-famously adorned with covers by Frank Frazetta, for near 300 issues over two decades, spawning a tsunami of imitators and competing horror magazine lines including from Marvel. From 2008-2019 Dark Horse released a complete library of Creepy Archives hardcovers which often made the New York Times bestseller list. After leaving Creepy magazine, for the landmark Dracula graphic novel, Jones enlisted Supergirl co-creator/writer Otto Binder and Star Trek, Twin Earths and Creepy artist Alden McWilliams to adapt Stoker's novel. Legendary Dracula actor, Christopher Lee even provides an Introduction! For Halloween 2021, Vanguard has enlarged, revised, and expanded, this historic but long-out-of print classic in a luxurious hardcover edition with a new historic essay by How To Draw Chiller Monsters author, J. David Spurlock, examples of historically related art by Neal Adams, Gene Colan and a new cover by the most celebrated Creepy artist of all, and a new cover by the most celebrated Creepy artist, Frank Frazetta. The package makes a surprisingly tastefully terrifying addition to every library and horror fan's bookshelf.

The Black History Book - DK 2021-11-23

Discover the rich and complex history of the peoples of Africa, and the struggles and triumphs of Black cultures and communities around the world. With profiles of key people, movements, and events, The Black History Book brings together accounts of the most significant ideas and milestones in Black history and culture. This vital and thought-provoking ebook presents a bold and accessible overview of the history of the African continent and its peoples - from the earliest human migrations to modern Black communities and the African diaspora. Powerful images and innovative infographics bring to life the stories of the early kingdoms of Ancient Egypt, Nubia, and Carthage; the powerful empires of the Medieval and Early Modern eras; and the struggle against European colonizers. Black history and culture beyond the African continent is also explored in detail - including the Atlantic Slave Trade; the quilombos (slave resistance camps) of Brazil; the Harlem Renaissance and Jazz Age; the "Windrush" migration; Civil Rights and Black feminist movements; and Black Lives Matter. Using the "Big Ideas" series' trademark combination of authoritative, accessible text and bold graphics, The Black History Book examines the achievements and struggles of Black communities across the world up to the modern day, as well as the influence of Black cultures on art, literature, and music the world over.

The Umbrella Academy: Apocalypse suite - Gerard Way 2008

In an inexplicable worldwide event, forty-seven extraordinary children were spontaneously born by women who'd previously shown no signs of pregnancy. Millionaire inventor Reginald Hargreeves adopted seven of the children; when asked why, his only explanation was, "To save the world." These seven children form The Umbrella Academy, a dysfunctional family of superheroes with bizarre powers. Their first adventure at the age of ten pits them against an erratic and deadly Eiffel Tower, piloted by the fearsome zombie-robot Gustave Eiffel. Nearly a decade later, the team disbands, but when Hargreeves unexpectedly dies, these disgruntled siblings reunite just in time to save the world once again.

The Eye of the World: The Graphic Novel, Volume One - Robert Jordan 2013-12-03

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.

Hobbit - J. R. R. Tolkien 1990-01-01

The Eye of the World: The Graphic Novel, Volume Six - Robert Jordan 2016-03-29

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.

Shadow of the Batgirl - Sarah Kuhn 2020-02-04

Cassandra Cain, teenage assassin, isn't exactly Batgirl material...not yet, at least. But with Batgirl missing from Gotham City, can Cassandra defy her destiny and take on a heroic mantle of her very own? She'll have to go through an identity crisis of epic proportions to find out. After a soul-shattering moment that sends Cass reeling, she'll attempt to answer this question the only way she knows how: learning everything she possibly can about her favorite hero-Batgirl. But Batgirl hasn't been seen in Gotham for years, and when Cass's father threatens the world she has grown to love, she'll have to step out of the shadows and overcome her greatest obstacle—that voice inside her head telling her she can never be a hero. Sarah Kuhn, author of *Heroine Complex* and *I Love You So Mochi*, takes on one of her favorite heroes for a new audience of readers. Featuring the edgy art style of Nicole Goux, *Shadow of the Batgirl* tells the harrowing story of a girl who overcomes the odds to find her unique identity.

A Wrinkle in Time: The Graphic Novel - Madeleine L'Engle 2012-10-02

The world already knows Meg and Charles Wallace Murry, Calvin O'Keefe, and the three Mrs--Who, Whatsit, and Which--the memorable and wonderful characters who fight off a dark force and save our universe in the Newbery award-winning classic *A Wrinkle in Time*. But in 50 years of publication, the book has never been illustrated. Now, Hope Larson takes the classic story to a new level with her vividly imagined interpretations of tessering and favorite characters like the Happy Medium and Aunt Beast. Perfect for old fans and winning over new ones, this graphic novel adaptation is a must-read. This graphic novel is best read on a tablet device.

The Secret Garden - 2021-06-15

Green-growing secrets and powerful magic await you at Misselthwaite Manor, now reimaged in this bewitching graphic novel adaptation of Frances Hodgson Burnett's beloved tale. From Mariah Marsden, author of the critically acclaimed *Anne of Green Gables: A Graphic Novel*, comes the second installment in this series of retold children's classics. Ten-year-old Mary Lennox arrives at a secluded estate on the Yorkshire moors with a scowl and a chip on her shoulder. First, there's Martha Sowerby: the too-cheery maid with bothersome questions who seems out of place in the dreary manor. Then there's the elusive Uncle Craven, Mary's only remaining family—whom she's not permitted to see. And finally, there are the mysteries that seem to haunt the run-down place: rumors of a lost garden with a tragic past, and a midnight

wail that echoes across the moors at night. As Mary begins to explore this new world alongside her ragtag companions—a cocky robin redbreast, a sour-faced gardener, and a boy who can talk to animals—she learns that even the loneliest of hearts can grow roots in rocky soil. Given new life as a graphic novel in illustrator Hanna Luechtefeld's whimsical style, *The Secret Garden* is more enchanting and relevant than ever before. At the back of the book, readers can learn about the life of Frances Hodgson Burnett and the history of British colonialism that contextualizes the original novel.

The Golden Compass - Philip Pullman 2015

"This second volume of the graphic novel finds Lyra in the far North. With the help of Gyptian fighters, newfound witch allies, and the armored bear Iorek Byrnison, she means to rescue the children held captive by the notorious Gobblers"--Amazon.com.

Hobbit Or There and Back Again - Charles Dixon 1989

The classic story of Bilbo Baggins & his companions is introduced to reluctant readers in these full-color graphic novels.

Pictures by J. R. R. Tolkien - Christopher Tolkien 2021-11-11

With Christopher Tolkien as your guide, take a tour through this colourful gallery of enchanting art produced by J.R.R. Tolkien and presented in an elegant new slipcased edition. This collection of pictures, with text by Christopher Tolkien, now reissued after almost 30 years confirms J.R.R. Tolkien's considerable talent as an artist. It provides fascinating insight into his visual conception of many of the places and events familiar to readers of *The Hobbit*, *The Lord of the Rings* and *The Silmarillion*. Examples of his art range from delicate watercolours depicting Rivendell, the Forest of Lothlorien, Smaug, and Old Man Willow, to drawings and sketches of Moria Gate and Minas Tirith. Together they form a comprehensive collection of Tolkien's own illustrations for his most popular books. Also included are many of his beautiful designs showing patterns of flowers and trees, friezes, tapestries and heraldic devices associated with the world of Middle-earth. In their variety and scope they provide abundant visual evidence of the richness of his imagination. This enchanting gallery was personally selected by Christopher Tolkien who, through detailed notes on the sources for each picture, provides unique insight into the artistic vision of his father, J.R.R. Tolkien.

Helm Greycastle #1 (of 4) - Henry Barajas 2021-04-28

New Latinx fantasy by HENRY BARAJAS, author of the critically acclaimed *LA VOZ DE M.A.Y.O.: TATA RAMBO!* The last dragon prince has been abducted—kept prisoner by an unknown threat: AZTEC MEXICA! Helm Greycastle and his outsider comrades are here to save the prince—but are recruited by a resistance plotting to overthrow Montezuma. Will Greycastle help save the people of MEXICA...or rescue the dragon prince and flee? BONUS! HELM GREYCASTLE #1 includes a Latinx one-shot RPG (5E compatible) written by TRISTAN J. TARWATER (Rolled and Told) and art by JEN VAUGHN.

DUNE: The Graphic Novel, Book 1: Dune - Frank Herbert 2020-11-24

The definitive graphic novel adaptation of *Dune*, the groundbreaking science-fiction classic by Frank Herbert. *Dune*, Frank Herbert's epic science-fiction masterpiece set in the far future amidst a sprawling feudal interstellar society, tells the story of Paul Atreides as he and his family accept control of the desert planet Arrakis. A stunning blend of adventure and mysticism, environmentalism, and politics, *Dune* is a powerful, fantastical tale that takes an unprecedented look into our universe, and is transformed by the graphic novel format. In the first volume of a three-book trilogy encompassing the original novel, Brian Herbert and Kevin J. Anderson's adaptation retains the story's integrity, and Raúl Allén and Patricia Martín's magnificent illustrations, along with cover art by Bill Sienkiewicz, bring the book to life for a new generation of readers.

The Complete Guide to Middle-earth - Robert Foster 2001-12-04

For the millions who have already ventured to Middle-earth—and for the countless others who have yet to embark on the journey—here is the one indispensable A-to-Z guide that brings Tolkien's universe to life. EVERY CHARACTER From Adaldrida Brandybuck to Zaragamba—every Hobbit, Elf, Dwarf, Man, Orc, and other resident of Middle-earth is vividly described and accurately located in its proper place and time. EVERY PLACE Colorful and detailed descriptions of geographical entries allow you to pick up the action anywhere in Middle-earth and follow it through *The Hobbit*, *The Lord of the Rings*, and beyond. EVERY

THING From stars and streams to food and flora, everything found in Middle-earth is alphabetically listed and, when necessary, cross-referenced. This is truly a master key to Tolkien's Middle-earth.

Rudyard Kipling, the Jungle Book - Rudyard Kipling 2018-08-20

The Jungle Book, collection of stories by Rudyard Kipling, published in 1894. The Second Jungle Book, published in 1895, contains stories linked by poems. The stories tell mostly of Mowgli, an Indian boy who is raised by wolves and learns self-sufficiency and wisdom from the jungle animals. The book describes the social life of the wolf pack and, more fancifully, the justice and natural order of life in the jungle. Among the animals whose tales are related in the work are Akela the wolf; Baloo the brown bear; Shere Khan, the boastful Bengal tiger who is Mowgli's enemy; Tabaqui the jackal, Shere Khan's obsequious servant; Kaa the python; Bagheera the panther; and Rikki-tikki-tavi the mongoose.

The Eye of the World: The Graphic Novel, Volume Three - Robert Jordan 2014-10-28

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.

The Hobbit, Or, There and Back Again - John Ronald Reuel Tolkien 1990

Chronicles the adventures of the inhabitants of Middle-earth and Bilbo Baggins, the hobbit who brought home to The Shire the One Ring of Power

DUNE: The Graphic Novel, Book 2: Muad'Dib - Frank Herbert 2022-08-09

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 Fremmen, 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.