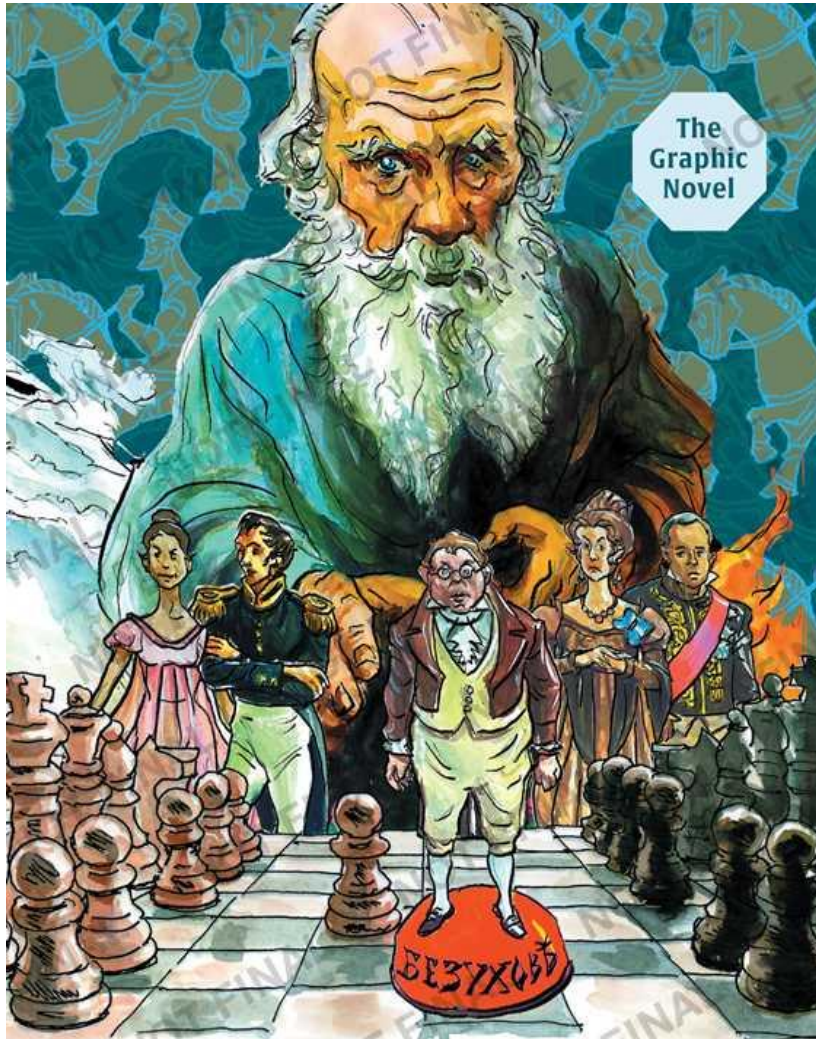




Andrews McMeel
PUBLISHING®

Adult Fall 2022



WAR and PEACE

Alexandr Poltorak • Dmitry Chukhrai • Leo Tolstoy

War and Peace

Alexandr Poltorak

9781524864989

On Sale: 09/27/22, \$19.99

AMP Adult

Paperback, 7.000 x 10.000

First Print: 25,000

Author Residence: Moscow,

Revisit the timeless classic in this graphic retelling of Tolstoy's celebrated 1869 novel.

Cast of Characters



Pierre Bezúkhov



Prince*
Andrew Bolkónski



Natasha
Rostóva



Prince
Vasily Kurágin



Prince
Anatol Kurágin



Princess
Helen Kurágina



Boris Drubetskóy



Princess
Anna Drubetskáya



Princess
Lise Bolkónskaya

Cast of Characters



Count
Ilya Rostov



Peter Nikoláevich
Sinshin



Lieutenant Berg



Márya Dmitrievna
Akhrosímova



Princess
Mary Bolkónskaya



Countess Rostova



Prince Nicholas
Andréevich Bolkónski



Sonya
the Rostovs' cousin



Vera Rostova

* In the 19th century in the Russian Empire, the titles Prince and Princess did not mean that a person was an heir to the monarch, but that they were very high nobility. The heirs of the monarch (the Emperor) bore the titles Grand Prince or Grand Princess.

A high-society soiree, Pierre Bezukhov, the illegitimate son of Count Bezukhov, a well-known grandee of Catherine the Great's time, who now lies dying in Moscow, entered.



Anna Pavlovna greeted him with the nod she accorded to those lowest in the hierarchy in her drawing room.



It is very good of you, Monsieur Pierre, to come and visit a poor invalid.

Educate this bear for me! He has been staying with me a whole month and this is the first time I have seen him in society. Nothing is so necessary for a young man as the society of clever women.



It is only necessary for one powerful nation like Russia—barbaric as she is said to be—to place herself disinterestedly at the head of an alliance having for its object the maintenance of the balance of power of Europe, and it would save the world!

But how are you to get that balance?



This alarming young man is talking too loudly and vehemently...



This unfortunate fete at the ambassador's deprives me of a pleasure, and obliges me to interrupt you. I am very sorry to leave your enchanting party.



How about my son Boris, Prince?

I can't remain any longer in Petersburg. Tell me what news I may take back to my poor boy.



What would it cost you to say a word to the Emperor; and then he would be transferred to the Guards at once?

Believe me, Princess, I am ready to do all I can, but it is difficult for me to ask the Emperor. I should advise you to appeal to Rummyantsev through Prince Golitsyn; that would be the best way.



These nobles, having once made up their minds, will not rest until they have gained their end, and are prepared if necessary to go on insisting day after day and hour after hour, and even to make scenes...

Then tomorrow you will speak to the Emperor?

No, but do promise, Vasil!

Well, au revoir! You hear her?

Certainly; but about Kutúzov, I don't promise.

Papa, we shall be late...

Anna Pávlovna's reception was in full swing. The spindles hummed steadily and ceaselessly on all sides. With the exception of the aunt, beside whom sat only one elderly lady, who with her thin careworn face was rather out of place in this brilliant society, the whole company had settled into three groups. One, with most of the men, had formed around the abbé. Another, of young people, was grouped around the beautiful Princess Héjène. Prince Vasil's daughter, and the little Princess Bolkońskaya, very pretty and rosy, though rather too plump for her age. The third group was gathered around Mortemart and Anna Pávlovna.

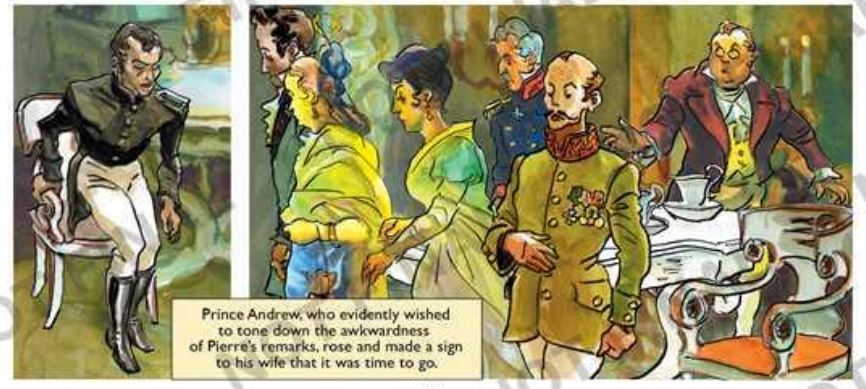
Do you know the Abbé Morio? He is a most interesting man...

Yes, I have heard of his scheme for perpetual peace, and it is very interesting but hardly feasible...

You think so?..

We will talk of it later





Cozy Witch Tarot Deck and Guidebook

Amanda Lovelace

9781524871291

On Sale: 10/04/22, \$24.99

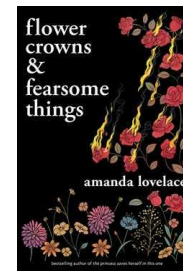
AMP Adult

Mixed Media,

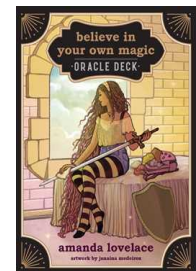
First Print: 50,000

Author Residence: Highlands, NJ

“take a chance, for each morning is a new beginning.”



9781524867232
Flower Crowns and
Fearsome Things
On Sale: 10/05/21
Paperback, \$14.99

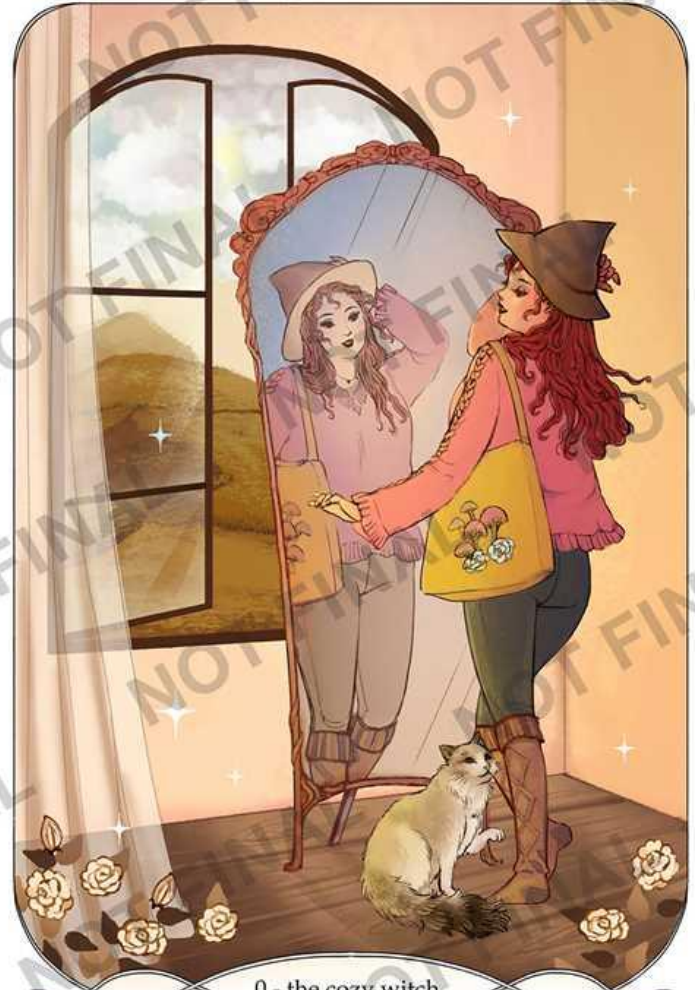


9781524854539
Believe in Your Own
Magic
On Sale: 07/14/20
Mixed Media, \$19.99



1 - the magician

everything you need is right at your fingertips



0 - the cozy witch

take a chance, for each morning is a new beginning



2 - the high priestess

when in doubt, your first gut feeling can always be trusted



3 - the empress

make sure you care for yourself as much as you care for others



5 - the hierophant

don't be afraid to ask for advice from someone more experienced



4 - the emperor

never be so reckless as to leave home without a plan



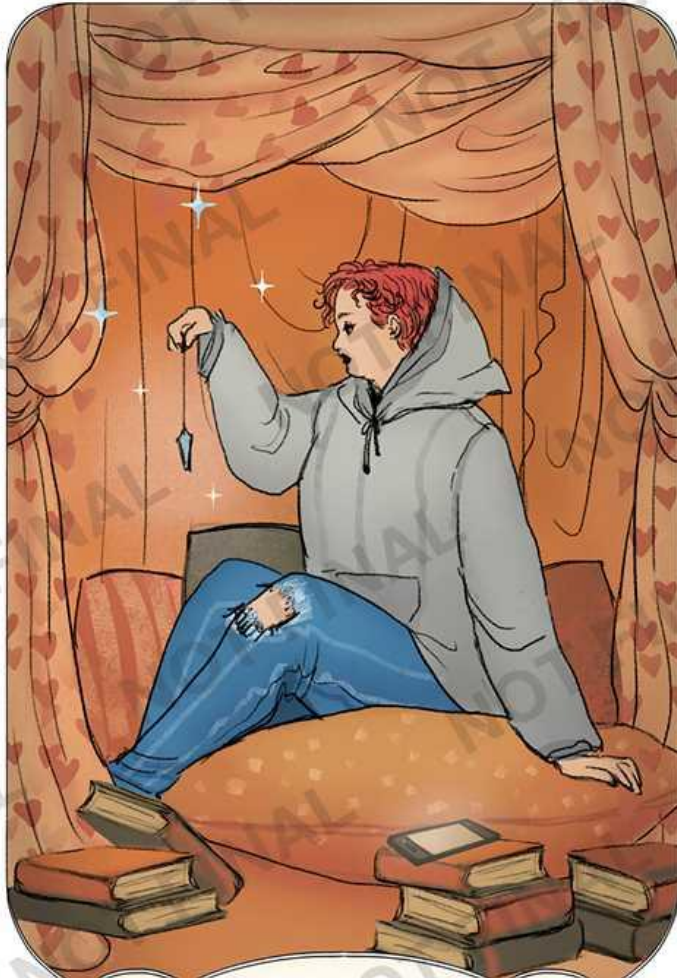
6 - the lovers

will you or won't you? the choice is yours



7 - the chariot

you'll never get anywhere if you keep standing still!



8 - the hermit

there are some paths that must be walked alone



8 - strength

empower yourself to be both strong & soft at the same time

Cabinet of Curiosities

Smithsonian Institution

9781524872151

On Sale: 10/04/22, \$35

AMP Adult

Hardcover, 6.25 x 8.25

First Print: 20,000

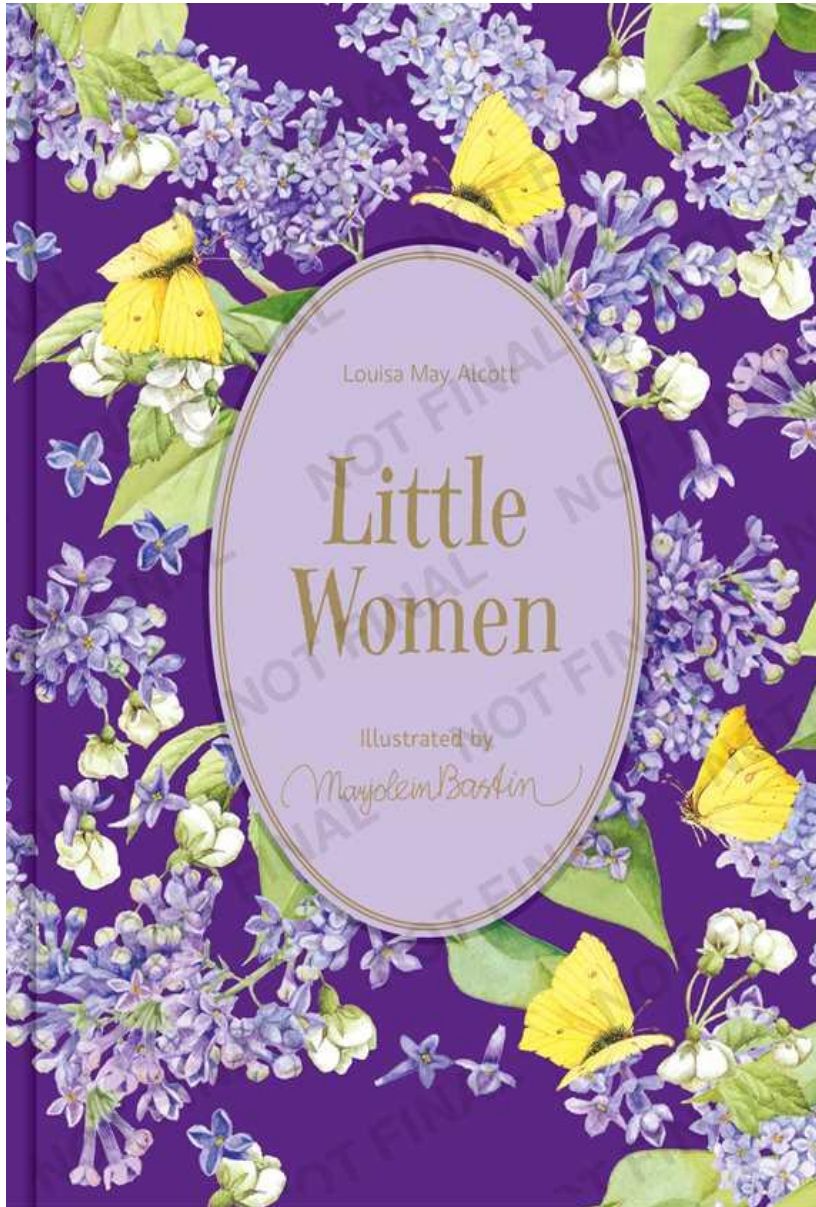
Author Residence: Washington, DC

Celebrate the beautiful and the unique with a sticker compendium of more than 1,000 stunning selections from the collections of the Smithsonian Institution.









Little Women

Marjolein Bastin

9781524873851

On Sale: 10/04/22, \$45

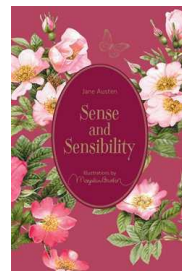
AMP Adult

Hardcover, 6.9 x 9.8

First Print: 25,000

Author Residence: Kansas City, MO

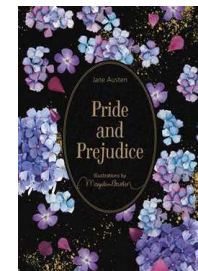
The exquisite illustrations of Marjolein Bastin meet timeless text in this elegant special edition of an American masterpiece.



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Sense and Sensibility
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Hardcover, \$45



9781524861735
Wuthering Heights
On Sale: 11/02/21
Hardcover, \$45



9781524861759
Pride and Prejudice
On Sale: 03/02/21
Hardcover, \$45



Part
One



Playing Pilgrims

“Christmas won’t be Christmas without any presents,” grumbled Jo, lying on the rug.

“It’s so dreadful to be poor!” sighed Meg, looking down at her old dress.

“I don’t think it’s fair for some girls to have plenty of pretty things, and other girls nothing at all,” added little Amy, with an injured sniff.

“We’ve got Father and Mother, and each other,” said Beth contentedly from her corner.

The four young faces on which the firelight shone brightened at the cheerful words, but darkened again as Jo said sadly, “We haven’t got Father, and shall not have him for a long time.” She didn’t say “perhaps never,” but each silently added it, thinking of Father far away, where the fighting was.

Nobody spoke for a minute; then Meg said in an altered tone, “You know the reason Mother proposed not having any presents this Christmas was because it is going to be a hard winter for everyone; and she thinks we ought not to spend money for pleasure, when our men are suffering so in the army. We can’t do much, but we can make our little sacrifices, and ought to do it gladly. But I am afraid I don’t,” and Meg shook her head, as she thought regretfully of all the pretty things she wanted.

“But I don’t think the little we should spend would do any good. We’ve each got a dollar, and the army wouldn’t be much helped by our giving that. I agree not to expect anything from Mother or you, but I do want to buy Undine and Sintram for myself. I’ve wanted it *so* long,” said Jo, who was a bookworm.

“I planned to spend mine in new music,” said Beth, with a little sigh, which no one heard but the hearth brush and kettle-holder.

“I shall get a nice box of Faber’s drawing pencils; I really need them,” said Amy decidedly.

“Mother didn’t say anything about our money, and she won’t wish us to give up everything. Let’s each buy what we want, and have a little fun; I’m sure we work hard enough to earn it,” cried Jo, examining the heels of her shoes in a goodly manner.

“I know I do—teaching those tiresome children nearly all day, when I’m longing to enjoy myself at home,” began Meg, in the complaining tone again.

“You don’t have half such a hard time as I do,” said Jo. “How would you like to be shut up for hours with a nervous, fussy old lady, who keeps you trotting, is never satisfied, and worries you till you’re ready to fly out the window or cry?”

“It’s naughty to fret, but I do think washing dishes and keeping things tidy is the worst work in the world. It makes me cross, and my hands get so stiff, I can’t practice well at all.” And Beth looked at her rough hands with a sigh that anyone could hear that time.

“I don’t believe any of you suffer as I do,” cried Amy, “for you don’t have to go to school with impertinent girls, who plague you if you don’t know your lessons, and laugh at your dresses, and label your father if he isn’t rich, and insult you when your nose isn’t nice.”

“If you mean *libel*, I’d say so, and not talk about *labels*, as if Papa was a pickle bottle,” advised Jo, laughing.

“I know what I mean, and you needn’t be satirical about it. It’s proper to use good words, and improve your *vocabulary*,” returned Amy, with dignity.

“Don’t peck at one another, children. Don’t you wish we had the money Papa lost when we were little, Jo? Dear me! How happy and good we’d be, if we had no worries!” said Meg, who could remember better times.

“You said the other day you thought we were a deal happier than the King children, for they were fighting and fretting all the time, in spite of their money.”

“So I did, Beth. Well, I think we are. For though we do have to work, we make fun of ourselves, and are a pretty jolly set, as Jo would say.”

“Jo does use such slang words!” observed Amy, with a reproving look at the long figure stretched on the rug.

Jo immediately sat up, put her hands in her pockets, and began to whistle.

“Don’t, Jo. It’s so boyish!”

“That’s why I do it.”

“I detest rude, unladylike girls!”

“I hate affected, niminy-piminy chits!”

“Birds in their little nests agree,” sang Beth, the peacemaker, with such a funny face that both sharp voices softened to a laugh, and the “pecking” ended for that time.

“Really, girls, you are both to be blamed,” said Meg, beginning to lecture in her elder-sisterly fashion. “You are old enough to leave off boyish tricks, and to behave better, Josephine. It didn’t matter so much when you were a little girl, but now you are so tall, and turn up your hair, you should remember that you are a young lady.”

“I’m not! And if turning up my hair makes me one, I’ll wear it in two tails till I’m twenty,” cried Jo, pulling off her net, and shaking down a chestnut mane.



especially when they talked about the different countries as they stitched their way through them.

At nine they stopped work, and sang, as usual, before they went to bed. No one but Beth could get much music out of the old piano, but she had a way of softly touching the yellow keys and making a pleasant accompaniment to the simple songs they sang. Meg had a voice like a flute, and she and her mother led the little choir. Amy chirped like a cricket, and Jo wandered through the airs at her own sweet will, always coming out at the wrong place with a croak or a quaver that spoilt the most pensive tune. They had always done this from the time they could lisp,

"Crinkle, crinkle, 'ittle 'ar,"

and it had become a household custom, for the mother was a born singer. The first sound in the morning was her voice as she went about the house singing like a lark, and the last sound at night was the same cheery sound, for the girls never grew too old for that familiar lullaby.



A Merry Christmas



Jo was the first to wake in the gray dawn of Christmas morning. No stockings hung at the fireplace, and for a moment she felt as much disappointed as she did long ago, when her little sock fell down because it was crammed so full of goodies. Then she remembered her mother's promise and, slipping her hand under her pillow, drew out a little crimson-covered book. She knew it very well, for it was that beautiful old story of the best life ever lived, and Jo felt that it was a true guidebook for any pilgrim going on a long journey. She woke Meg with a "Merry Christmas," and bade her see what was under her pillow. A green-covered book appeared, with the same picture inside, and a few words written by their mother, which made their eyes present very precious in their eyes. Presently Beth and Amy woke to rummage and find their little books also, one dove-colored, the other blue, and all sat looking at and talking about them, while the east grew rosy with the coming day.

In spite of her small vanities, Margaret had a sweet and pious nature, which unconsciously influenced her sisters, especially Jo, who loved her very tenderly, and obeyed her because her advice was so gently given.

"Girls," said Meg seriously, looking from the tumbled head beside her to the two little night-capped ones in the room beyond, "Mother wants us to read and love and mind these books, and we must begin at once. We used to be faithful about it, but since Father went away and all this war trouble unsettled us, we have neglected many things. You can do as you please, but I shall keep my book on the table here and read a little every morning as soon as I wake, for I know it will do me good and help me through the day."

Then she opened her new book and began to read. Jo put her arm round her and, leaning cheek to cheek, read also, with the quiet expression so seldom seen on her restless face.

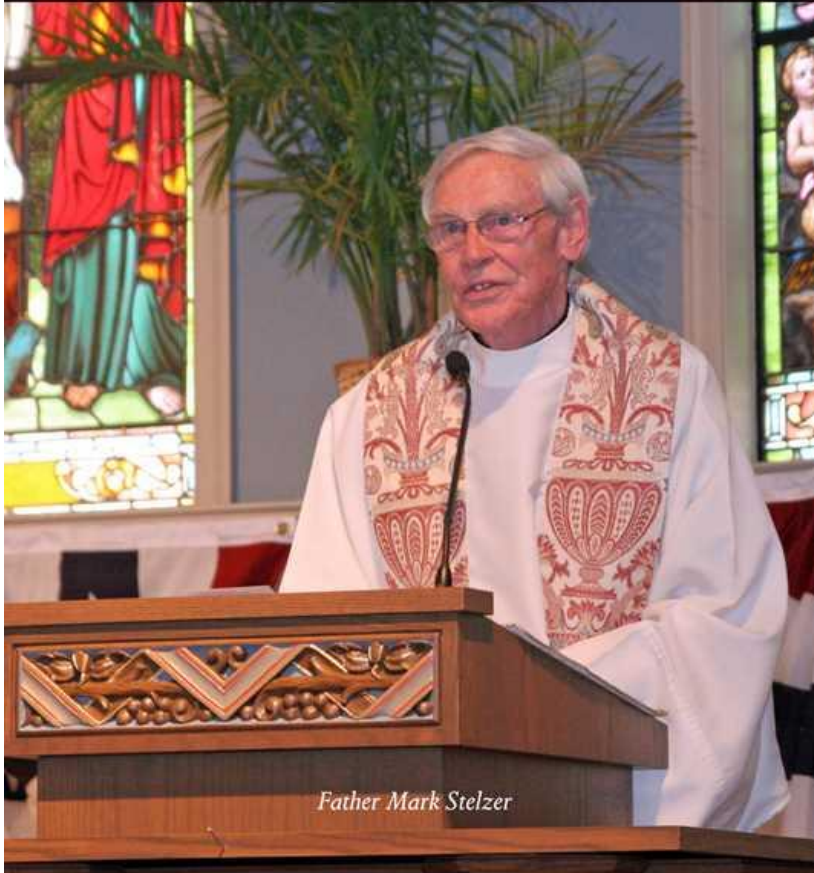
"How good Meg is! Come, Amy, let's do as they do. I'll help you with the hard words, and they'll explain things if we don't understand," whispered Beth, very much impressed by the pretty books and her sisters' example.

"I'm glad mine is blue," said Amy, and then the rooms were very still while the pages were softly turned, and the winter sunshine crept in to touch the bright heads and serious faces with a Christmas greeting.

"Where is Mother?" asked Meg, as she and Jo ran down to thank her for their gifts, half an hour later.

ALONG THE WAY

The Life, Legacy, and Lessons
of Father Hugh F. Crean



Along the Way

Mark Stelzer

9781524874735

On Sale: 09/13/22, \$29.99

AMP Adult

Hardcover, 6 x 9

First Print: 10,000

Author Residence:

A collection of essays and meditations by the people who have been most influenced by the life and ministry of Reverend Hugh F. Crean, who was often described as a “priest’s priest.” With more than twenty of Crean’s original homilies, the book affords parishioners and friends who knew him an opportunity to find comfort in a voice that uplifted and sustained them week after week.

Haunted in America



Leslie Rule

9781524875176

On Sale: 09/06/22, \$14.99

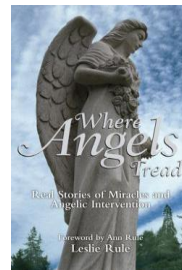
AMP Adult

Paperback, 6 x 9

First Print:

Author Residence: phoenix, AZ

From best-selling author Leslie Rule comes a collection of stories about things that go bump in the night — true accounts collected from her years of research on ghostly encounters in the United States, including revised and updated content in Rule's singular voice.

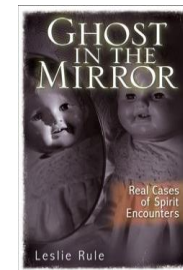


9781449407735

Where Angels Tread

On Sale: 10/11/11

Paperback, \$14.99

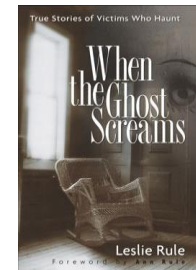


9780740773853

Ghost in the Mirror

On Sale: 08/01/08

Paperback, \$14.99



9780740761751

When the Ghost Screams

On Sale: 08/01/06

Paperback, \$14.99

The Man with the Blue Hand

Peggy Bailey woke to a terrified shriek. A devoted mother, she leapt out of bed and rushed toward her children's bedrooms. Little Caleb sat in his bed, tears coursing down his chubby cheeks. "What's the matter, honey?" Peggy cried, as she ran to him. She held the trembling two-year-old in her arms. "Everything is okay. Mommy's here," she soothed. A nightmare. What else could it be? Caleb was probably upset over sleeping in a new place, she told herself. The single mom and her mother had recently moved to the rented house in Chilton, Wisconsin. Five-year-old Caitlin was excited about the adventure, but Caleb seemed frightened. The old five-bedroom farmhouse was close to her work, and she was happy to have found it. The children each had their own rooms, with plenty of space for their toys.

Peggy had figured her little boy might be uneasy about sleeping alone for the first time, so she tried to make it as special as possible. She tucked him in with his favorite stuffed animals and told him he was a big boy with his own room now. But night after night, the family awoke to Caleb's cries. "He began to talk about a man," confided Peggy. "He talked about the man in his room, or the man on his bed. Most often, he talked about the man with the blue hand. It got to the point where he would not even go in his own bedroom!"

Meanwhile, Caitlin was happy about the new place and cheerfully lined her dolls up on a shelf in her room. No one else seemed to sense anything—except for the Baileys' two dogs! "They frequently ran through the house, growling and barking for no reason," said Peggy. "And they refused to enter Caleb's room too." Perdie, the smart poodle-terrier mix, was especially disturbed by the unknown presence. Peggy watched, concerned, as the little dog bared her teeth and snarled at thin air. She had read that animals are sensitive to haunted places, and she found herself wondering if her little boy could be seeing someone from the other side, someone that the protective Perdie also sensed. "One day my mother went upstairs to get Caleb some clothes from his room," said Peggy. "He followed her up and stood outside the door and pointed to the corner."

The little boy asked his grandmother, "Do you see him?" His eyes were huge and frightened, pleading with his grandma to see and understand.

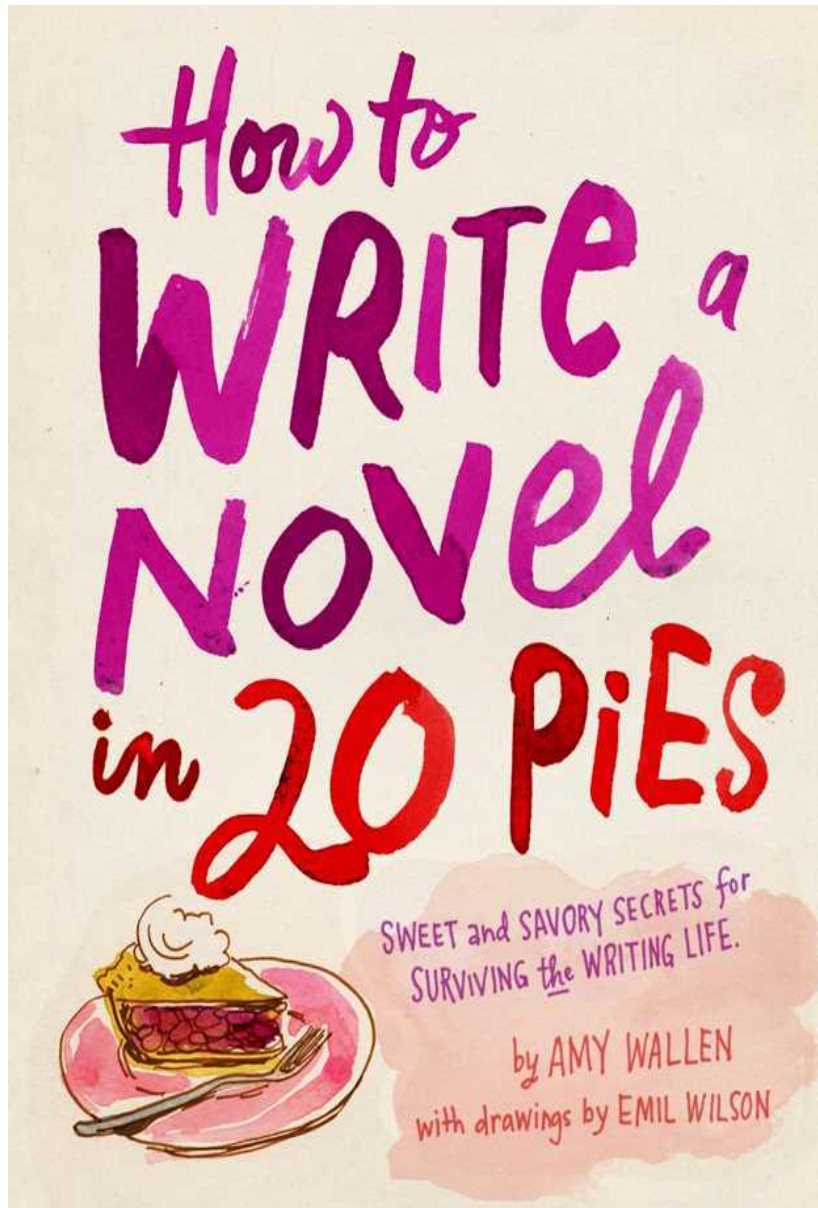
"He did the same thing with me," Peggy added, describing how the toddler would stand and point a trembling finger. The adults could only stare at the empty corner. Was there really a man there? If so, who was he? Why was his hand blue? Peggy did her best to listen to Caleb when he talked about the man. Even as she reassured him, she did not want to dismiss his fears. What if there was someone there? She did not want to make her child feel worse by alienating him. She tried to strike a fine balance between not feeding the fear and supporting her belief in Caleb.

Things got worse. Barely a night passed when the family slept without interruptions. The toddler's midnight screams became part of the routine. Peggy did her best to comfort her child, but it scared her to see him so frightened that his little body shook. Finally, Caleb refused to enter the house when they returned from the grocery store, and Peggy knew she had to take action. "I phoned the minister from the church I attended when I was twelve," she said. "I thought of him because he was an enormous man, six foot five. I was scared, and I wanted someone big." Her minister put her in touch with another minister who lived in her area. "His name was Leon. He and a deacon from his church met with us. We went through every room of the house together and prayed that it be cleansed of the spirit. We left Caleb's room for last."

When they approached the little boy's room, Caleb stood hesitantly in the hallway and latched onto Peggy. He watched solemnly as the men prayed. Halfway through the prayer, Caleb looked up at his mom and announced, "He's gone now."

"It was slow going," Peggy confided, "but he will walk into the room now. I switched bedrooms with him, and he's doing fine." Though Caleb does not want his old room back, he is a happy little boy again. Peggy is still curious about the identity of the mysterious stranger with the blue hand, but she has not researched the history of the house because, as she explained, "I'm too afraid of what I might find out."

It's not just houses that are haunted! Anything or anyplace that was important to a person in life could attract them after death. Researchers have gathered evidence revealing that haunted places are most often associated with deaths that occurred there. In many instances, however, ghosts appear in places that were not the sites of their deaths but were meaningful to them in life. In the following case, a pair of sad little spirits have a puzzling attachment to something that may or may not be connected to their deaths.



How To Write a Novel in 20 Pies

Amy Wallen

9781524875657

On Sale: 10/04/22, \$16.99

AMP Adult

Paperback, 7.0 x 9.0

First Print: 25,000

Author Residence: San Diego, CA

Providing comfort food and inspiration for the aspiring novelist, How To Write a Novel in 20 Pies offers novelist and writing coach Amy Wallen's insider secrets on living the writing life. Filled with chapters about writing, revising, submitting to an agent, and book promotion, this book combines Wallen's experienced writing advice with the brilliant illustrations of Emil Wilson, including recipes for literary success and the full recipes for 20 sweet and savory pies.

READING, WRITING & HITCHHIKING

The title of this chapter should be “Studying with the Masters.” But that’s boring. So, I’ve broken it up into three seemingly disconnected sub-titles which are all about how the stories you read can be your best guides on how to write.

Reading

Read. That should be all I need to say. But my editor won’t let me get away with that. I have a page count due for this project, so it’s best I fill in what I mean.

Reading is so important for a writer that it really does deserve its own chapter. There are even whole books on reading like a writer. Reading as a writer is not the same as reading for enjoyment. I usually start the read and critique section of class off by giving them a published piece of writing to show how we can always consider each word on a page. How we always should. We dissect the chapter, usually the first chapter of *The Great Gatsby*, to take a look at the author, in this case F. Scott Fitzgerald’s noun and verb choice, how he sets up the scene, who he introduces at the narrator (Nick Carraway as opposed to Jay Gatsby) and why did he make this choice? I do this on purpose to make my students miserable when they read. I do this to make sure they never have fun reading ever again. At least, that’s what they try to tell me I’ve



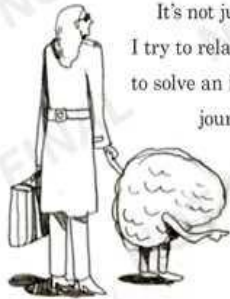
chasing them down. Okay, maybe not the chocolate eating, unless that's what you do for exercise. Which, if it is, then I want your metabolism.

I did a little research on why the brain would pop out new ideas when we aren't really trying. I found out a lot more than I expected, like how creative people are more likely to be mentally ill than the average accountant. But the simple answer seemed obvious when I read it. It's basically Chaos Theory. The brain is self-organizing, and when we are busy thinking, thinking, processing, thinking, it's a mess inside our brains. When we stop to relax, and don't concentrate on one thing, our subconscious is busy taking the opportunity, while your conscious mind is out of the house, to tidy up. Our unconscious starts matching up our thoughts and experiences and puts them in an order, on the right shelves, and matches the pieces that were scattered on our brain's floor. This is when the aha! moments happen.

I'm a nervous bike rider because I ride in the city. I just know a car is going to open its door and toss me across three lanes of traffic, or a pedestrian is going to step out in front of me, so I concentrate hard on the path and any obstacles in front of me. This focus on something unrelated to anything except my bodily harm and chug holes allows the rest of my brain that was crunching out a novel earlier to take a rest.

It's not just relaxing and taking your mind off the novel. If I try to relax I find my mind just wanders back over to trying to solve an issue in my writing. Instead, I take my brain on a journey to someplace else, doing something that isn't problem solving, but methodical and simple.

Novel writing can often be like an uphill ride where I'm out of breath and at the top of the long climb I need to stop, catch my breath



DisReGarded LITERARY SYMBOLS



Reading will eventually not only be your favorite pastime as it was before, but it will also be the nicest writing teacher because it doesn't require you turn in your homework on time, nor expect you to raise your hand when you have a question. Although it does not bring pie like this teacher.

Think of reading as being an apprenticeship. Only, the master is not just one Picasso, but every master you can find at the library, bookstore, or bookcase anywhere. Even reading this book is an apprenticeship.

Now, go read.

Riding

I bake pie when I need to see a finished creative product, and when I'm craving comfort. But when I want to really mull over a part of my writing, when I want to think about how to get my characters out of jam, or into a jam, and I don't want to be interrupted by measuring ingredients or reading the next step in a recipe I ride my bike. Reading is an essential part of writing, and so is stepping away from the writing and reading. Sometimes the brain needs fresh air, or a new perspective, or maybe just a new thing to worry about. Many very famous classic authors are known to have written all morning then walked 20-30 miles a day, Charles Dickens for one.

Twenty miles on a bike is a lot less than twenty on foot, but it can clear my head and also allow new ideas to float in and out and in again. I often ride the same route and can let my mind wander while my muscle memory takes over the bike riding. For that reason, I think of riding as an extension of my writing. It's where I go to get the endorphins I need to help me get up the hill of writing. My subconscious chatters away on some days. At times like that, my biggest worry is whether I remember every brilliant idea that is jumping out in the road in front of me.

Henry Miller said, "After all, most writing is done away from the typewriter, away from the desk. I'd say it occurs in the quiet, silent moments, while you're walking or shaving or playing a game, or whatever, or even talking to someone you're not vitally interested in."

Bike riding, walking, hiking, gardening, eating chocolate, all of these can be ways to let yourself step away from the page and into an open field where the ideas come to you rather than you



The Enneagram Letters

Sarajane Case

9781524875695

On Sale: 10/18/22, \$18.99

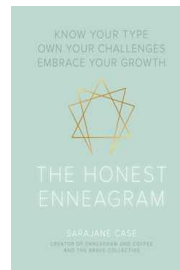
AMP Adult

Hardcover, 5.8 x 7.3

First Print: 30,000

Author Residence: Asheville, NC

Through her poetry and personal essays, Enneagram expert Sarajane Case encourages her readers to embrace all nine personality types within themselves in The Enneagram Letters.



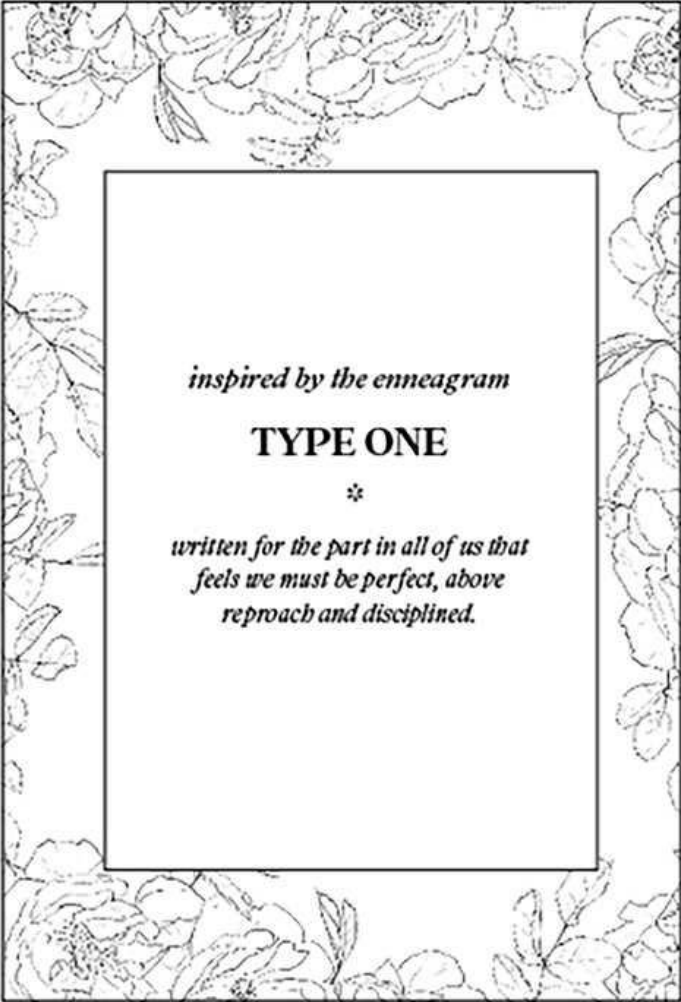
9781524854027

The Honest

Enneagram

On Sale: 04/14/20

Hardcover, \$16.99

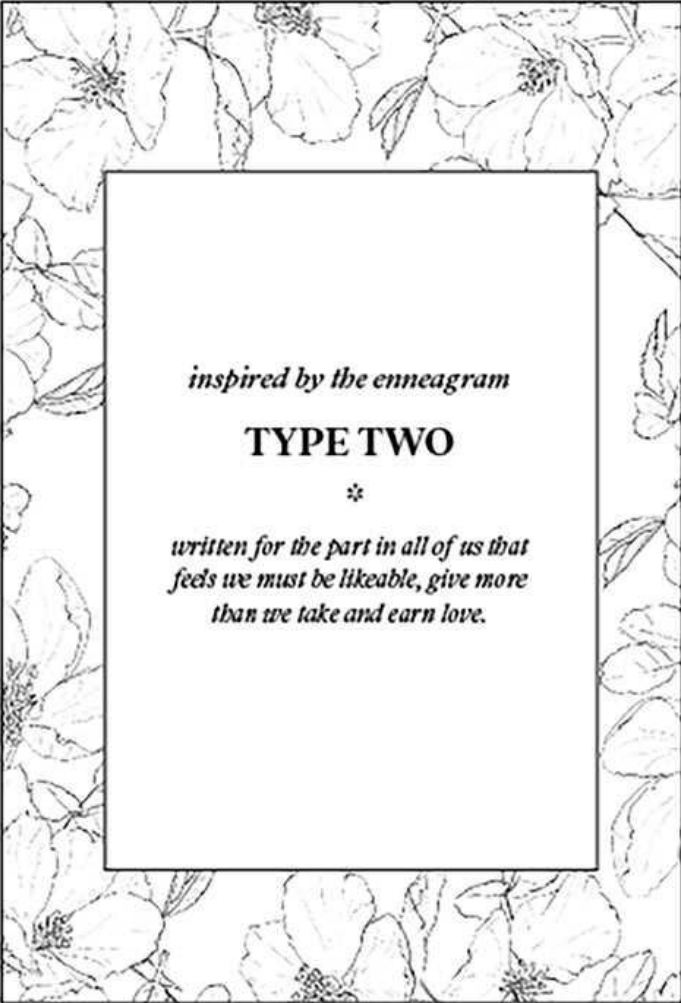


inspired by the enneagram

TYPE ONE



*written for the part in all of us that
feels we must be perfect, above
reproach and disciplined.*

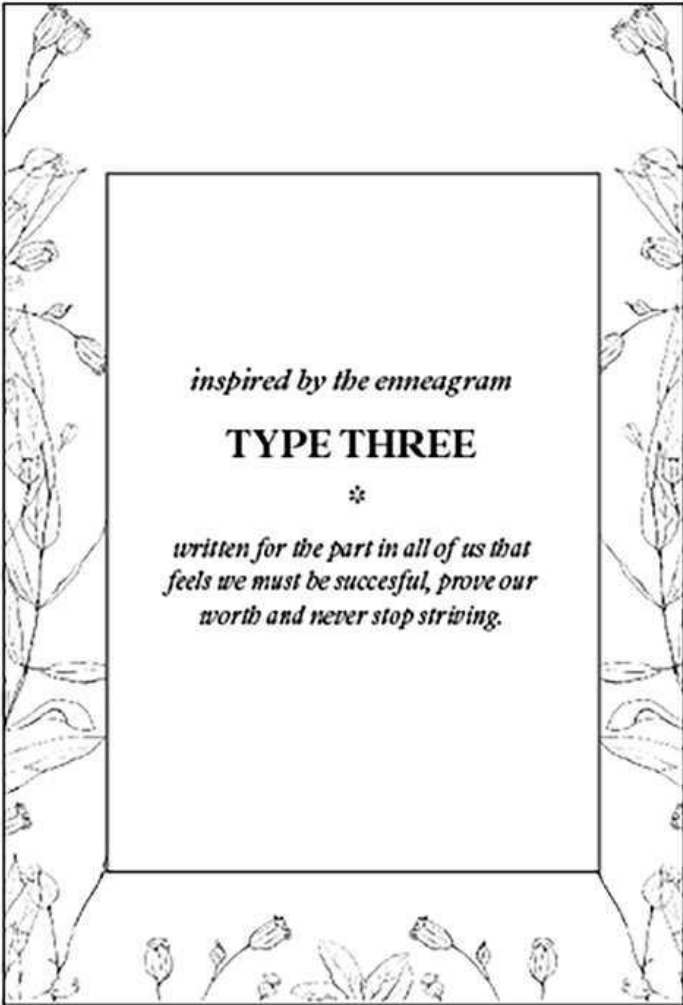


inspired by the enneagram

TYPE TWO



*written for the part in all of us that
feels we must be likeable, give more
than we take and earn love.*

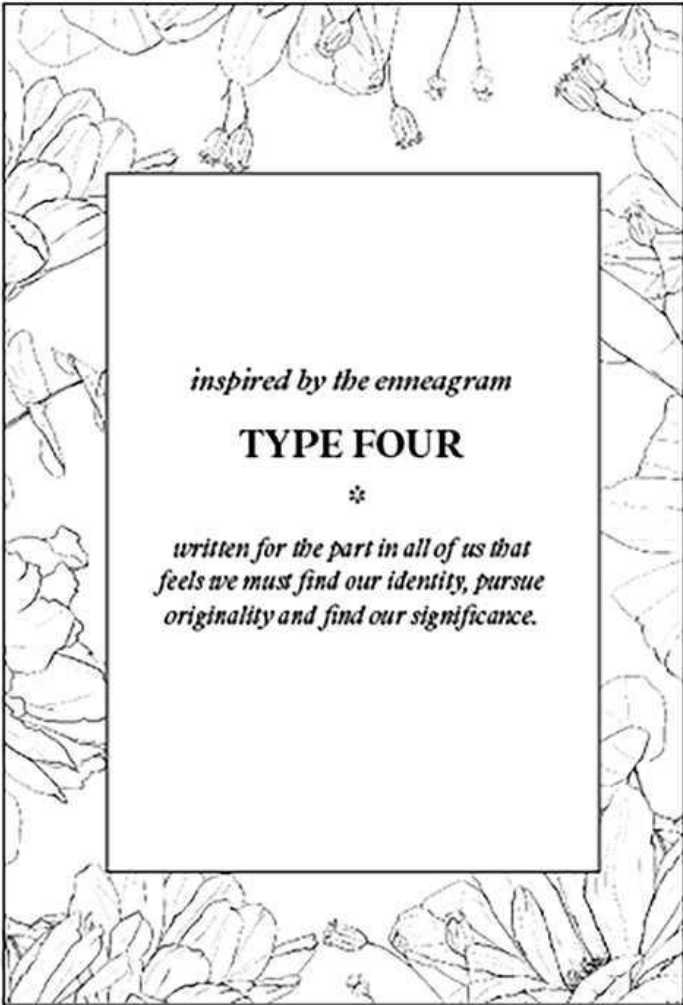


inspired by the enneagram

TYPE THREE



*written for the part in all of us that
feels we must be successful, prove our
worth and never stop striving.*

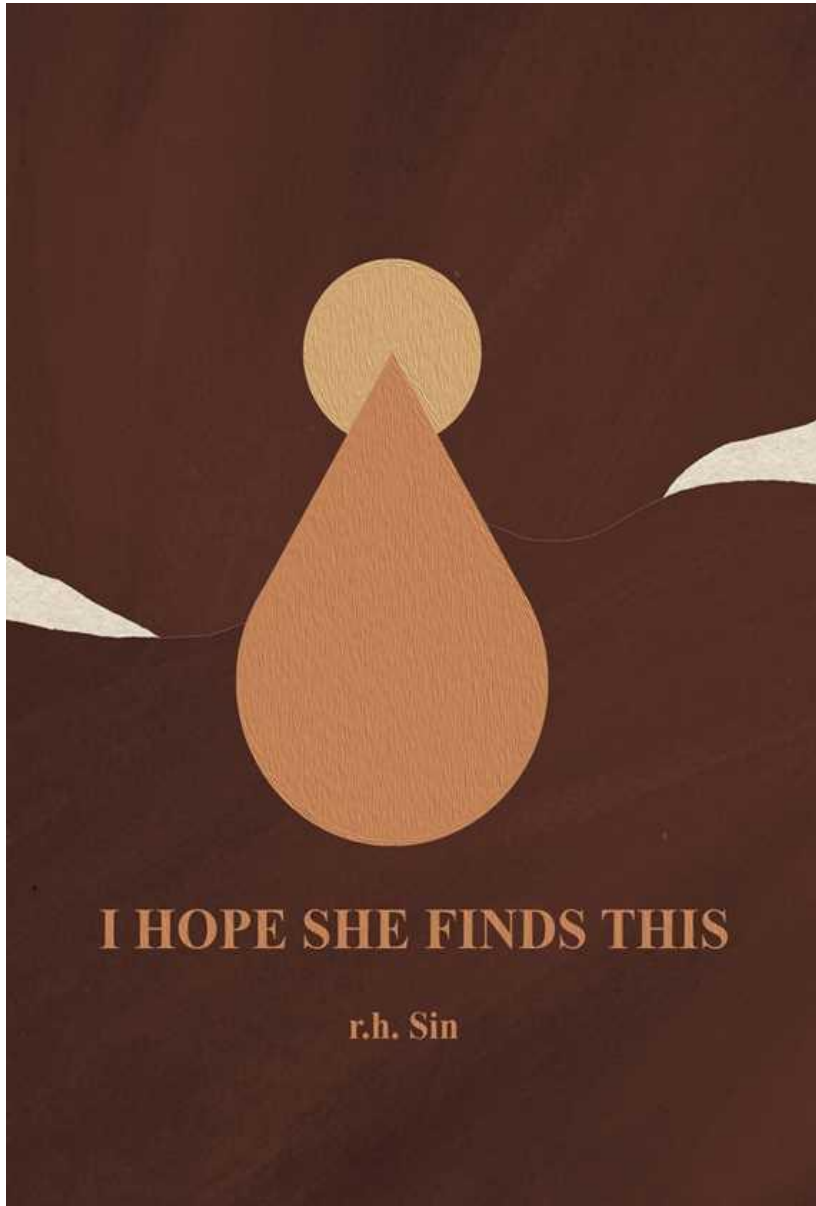


inspired by the enneagram

TYPE FOUR



*written for the part in all of us that
feels we must find our identity, pursue
originality and find our significance.*



I Hope She Finds This

r.h. Sin

9781524871130

On Sale: 12/13/22, \$19.99

AMP Adult

Paperback,

First Print: 125,000

Author Residence: New York, NY

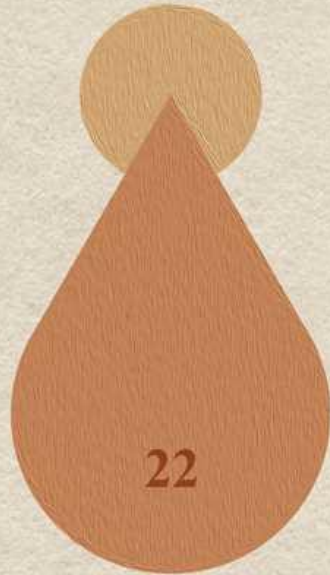
A care package, left by r.h. Sin, found by you.



9781524867898
Winter Roses after
Fall
On Sale: 10/26/21
Paperback, \$17.99

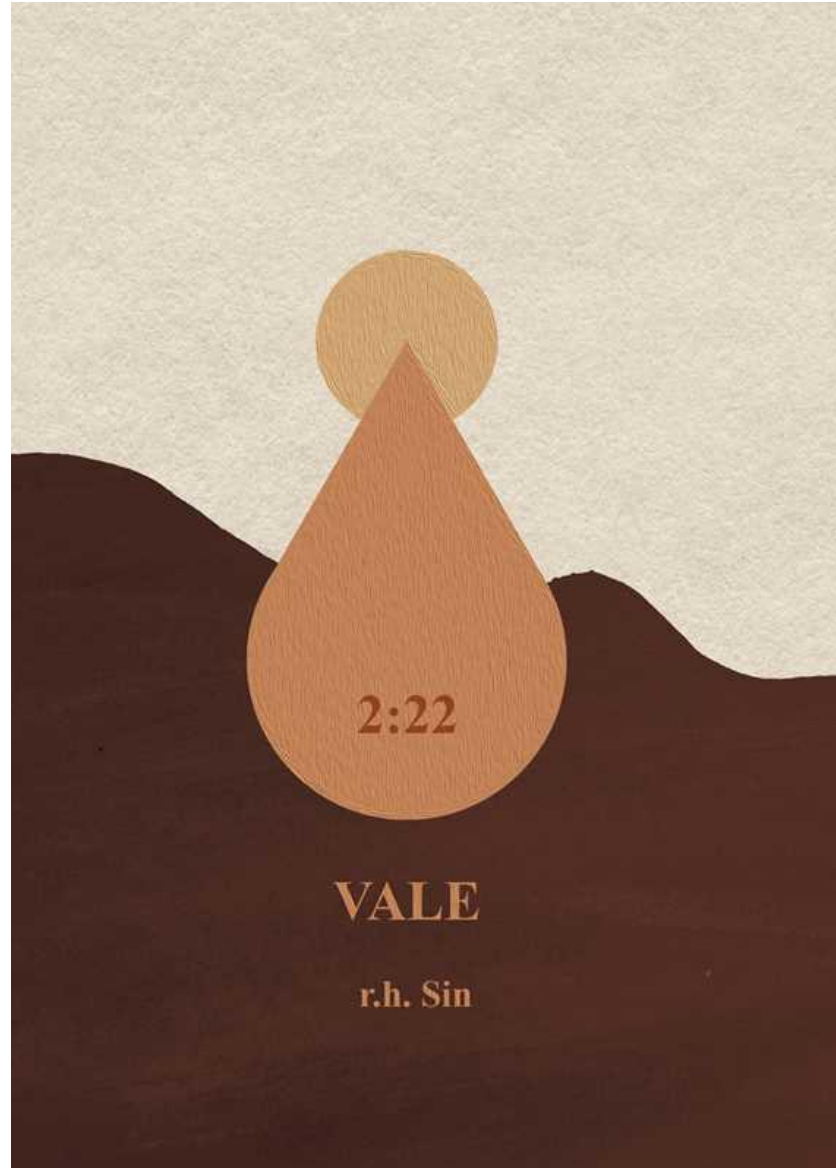


9781524855765
We Hope This
Reaches You in Time
On Sale: 01/14/20
Paperback, \$16.99



INCIPIT

r.h. Sin

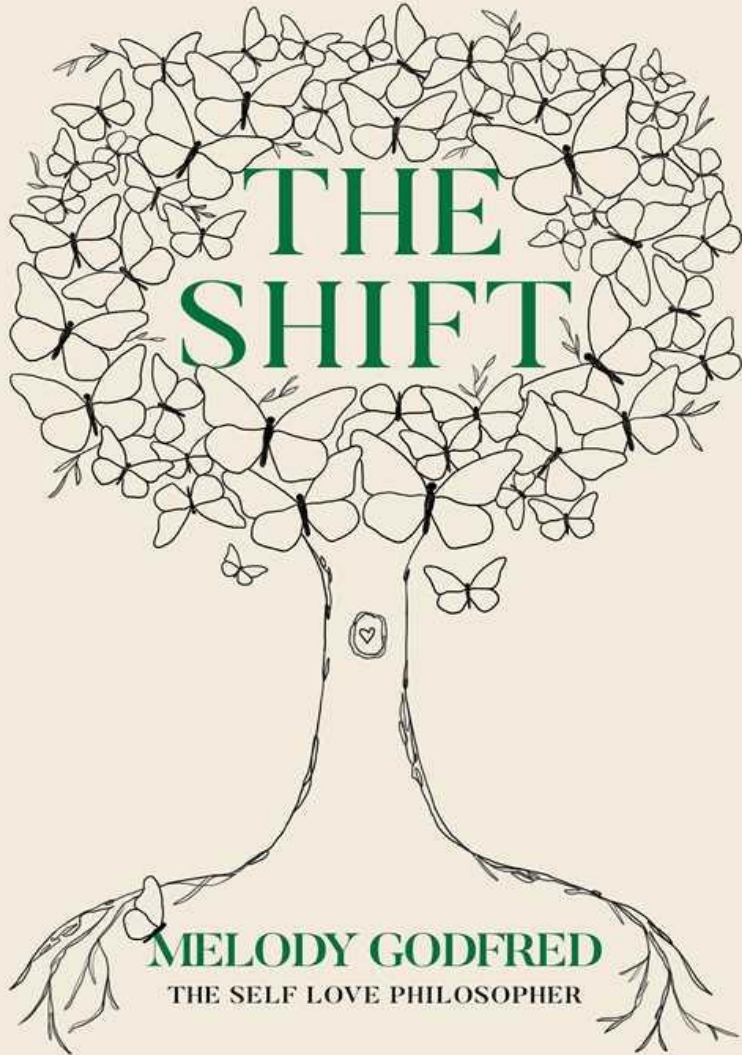


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VALE

r.h. Sin

POETRY FOR A NEW PERSPECTIVE



The Shift

Melody Godfred

9781524871246

On Sale: 09/27/22, \$14.99

AMP Adult

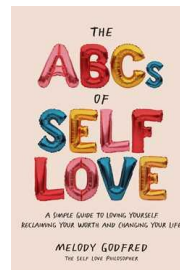
Paperback,

First Print: 30,000

Author Residence: Los Angeles, CA

"I thought 2020 would be the year I got everything I wanted. Now I know 2020 was the year I appreciated everything I have."

From the author of Self Love Poetry comes a new collection of transformative poetry focused on reframing thoughts and seeing post-pandemic life through a rich, new, kaleidoscopic lens.



9781524871239

The ABCs of Self Love

On Sale: 01/04/22

Paperback, \$14.99



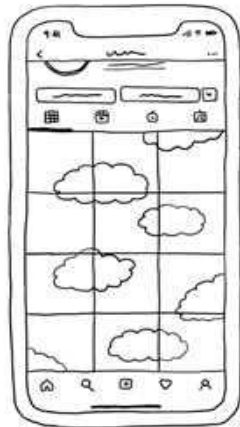
9781524871222

Self Love Poetry

On Sale: 10/05/21

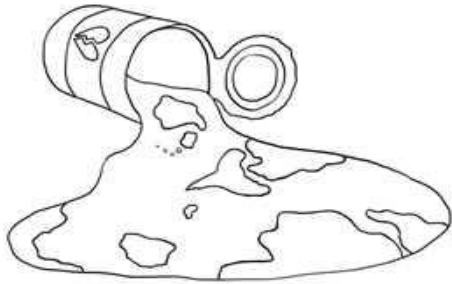
Paperback, \$14.99

I post the squares
That together form
This perfect life
The right words
With the right guise
At the right time
Make you believe
Life in this box
Is oh so nice.

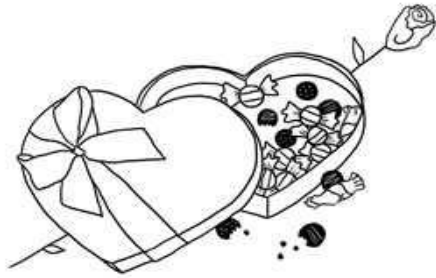


I failed! Perfectly!
I left my zone!
I took a risk!
I danced among my dreams
Instead of standing
In my limitations!

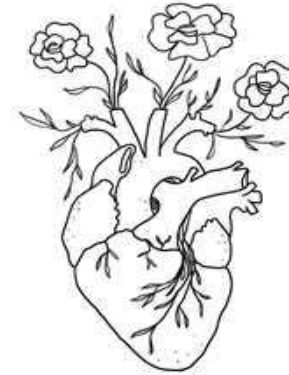
The clock struck thirteen
And the cities stopped
Shelves swiped clean
Doors shuttered
Roads emptied
Lights out
The end of the world
As we know it.



When you need a reminder
That paradise is planted,
Not purchased
The garden is available
The sound of birds
So strong
We forgot the hum
Of traffic ever existed.



What I want from you
Is all the things
Fidelity, love
Sex, security
Abundance
Adventure
Every perfect promise
Ever made and more.



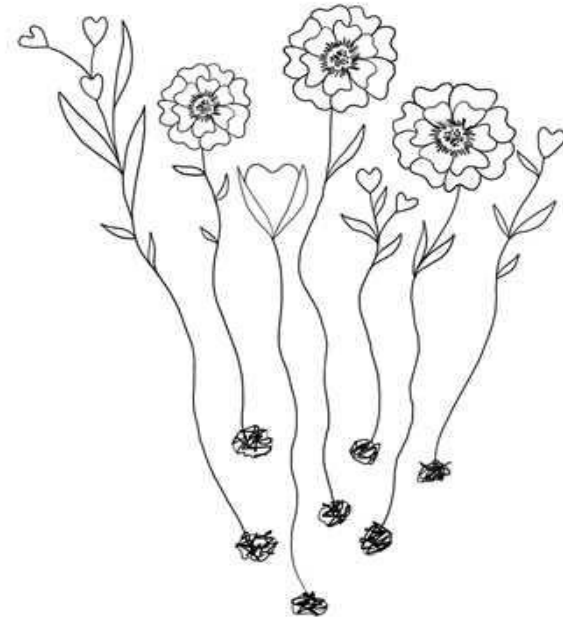
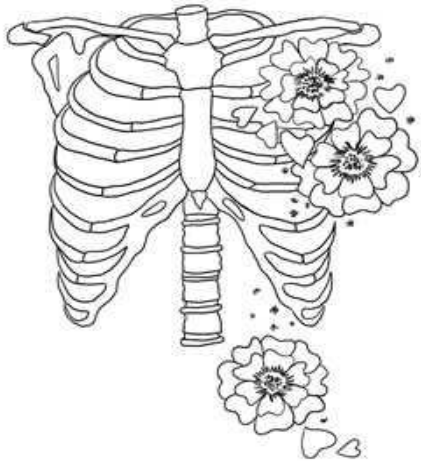
The things you offer
I receive with love

The things you withhold
I explore with curiosity

The things I need
I express with clarity

The things we share
I honor with integrity.

Disappointment buried in the hips
Shame dug into shoulders
Sadness woven along bones
This body a graveyard of unfelt feelings
All interred without ceremony
Ghosts carried in limbs
Getting heavier every day.



I pulled back the Earth and
Gently laid down my guilt, fear, and trauma
I watered them with my acceptance and
Watched as they transformed
Once seeds of self doubt
Now a field of self love.

Isolation Thoughts

Christi Steyn

9781524873820

On Sale: 09/06/22, \$14.99

AMP Adult

Paperback, 5 x 8

First Print: 50,000

Author Residence: New York, NY

From loneliness, fear, and uncertainty comes a dynamic collection of poetry that holds the power to inspire and unite us during a time when we couldn't feel farther apart.

chapter one

birth by the ocean
an awakening

what the moon gave her

christi steyn

help me moon

there is nothing more that i can mortally do
but i still feel at fault even though
i did not ask the sun to set
there is nothing to grab onto
watching it sink, knowing that these hands are not fireproof
forget the reach
i've prayed for wings enough
made deals with the dark
none accepted, greeted with laughs
help me moon
find me soon

become a waterfall

please allow yourself to live
don't let it pass by by
consume the sky
you can be present
as long as there is music
there is dancing
spread as much light as you can
hold every hand
you will be on the receiving end my friend
the rain falls and pours
but will always arrive back with the clouds
become a waterfall
be unbearable
be too much
be a whole heap of love

what the moon gave her

christi steyn

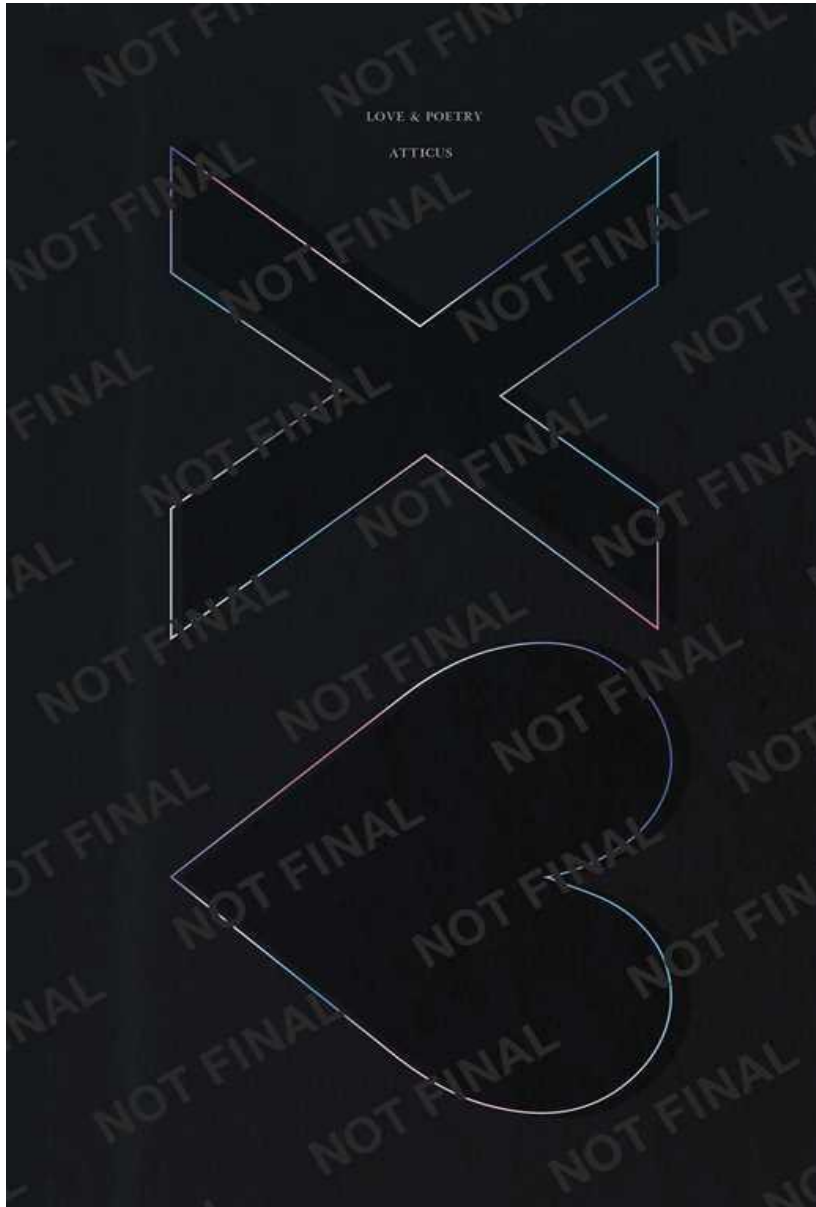
waving at waves

being honest with yourself is brave
you, my darling
can avoid this feeling of guilt
i have seen you lie in front of the waves
inviting them to wash over your skin
so you can begin
begin to move on with this time we call life
you want to feel less heavy and i understand
your lies have now become sand
too much and scattered
fitting in never really mattered
why are you scared of being different?
i cannot grasp why you would kill the most interesting part
of yourself

what the ocean gave her

you cannot expect me to fit in
when i breathe a different air
telling me to find you there
beneath the trees
somewhere among an autumn breeze

i am living in summer
with my lover, the ocean
my hope and guide
will never rely on someone to provide
it has always been the sea for me
stop convincing my heart to trust you instead
if it weren't for the sea
i'd be gone
i'd be dead



Love and Poetry

Atticus

9781524873837

On Sale: 10/11/22, \$17.99

AMP Adult

Paperback,

First Print: 200,000

Author Residence: Austin, TX

For the first time since he began writing, three-time New York Times bestselling author Atticus is inviting readers to take a look behind the mask as he embarks on a powerful journey inward in search of love, peace, and acceptance.

Dusty Examples

*Low mist rolling in and rising
leaving ankles in the clouds
birds calling mates in rainy trees echo
haunting dreams
from long away
we are like moss is
alive and tangled
soft and sacred
we, the children of the earth
in temples of fading trees
and falling rain.*

*She left him
and began
on that day
a long and overdue
adventure within.*

*We shared a journal
do you remember?
you would draw and I would write
and we would wander through the streets
drunk on the idea of it all
and the rosa dripping in our ink
we weren't the first to love here
and never would we be the last
but something of our love would live
like all love lasts
as slivers and shadows round corners
forever in the bleeding ink of time.*

*We are born strangers to ourselves
and spend a lifetime discovering
who
and why
we are.*

*I said goodbye
but I hold you forever
as the fading echoes in my heart
that will ripple back to me forever
on rainy days
on cold mornings
and midnights
beneath the stars.*

*Run the path
that's lit up in your heart.*

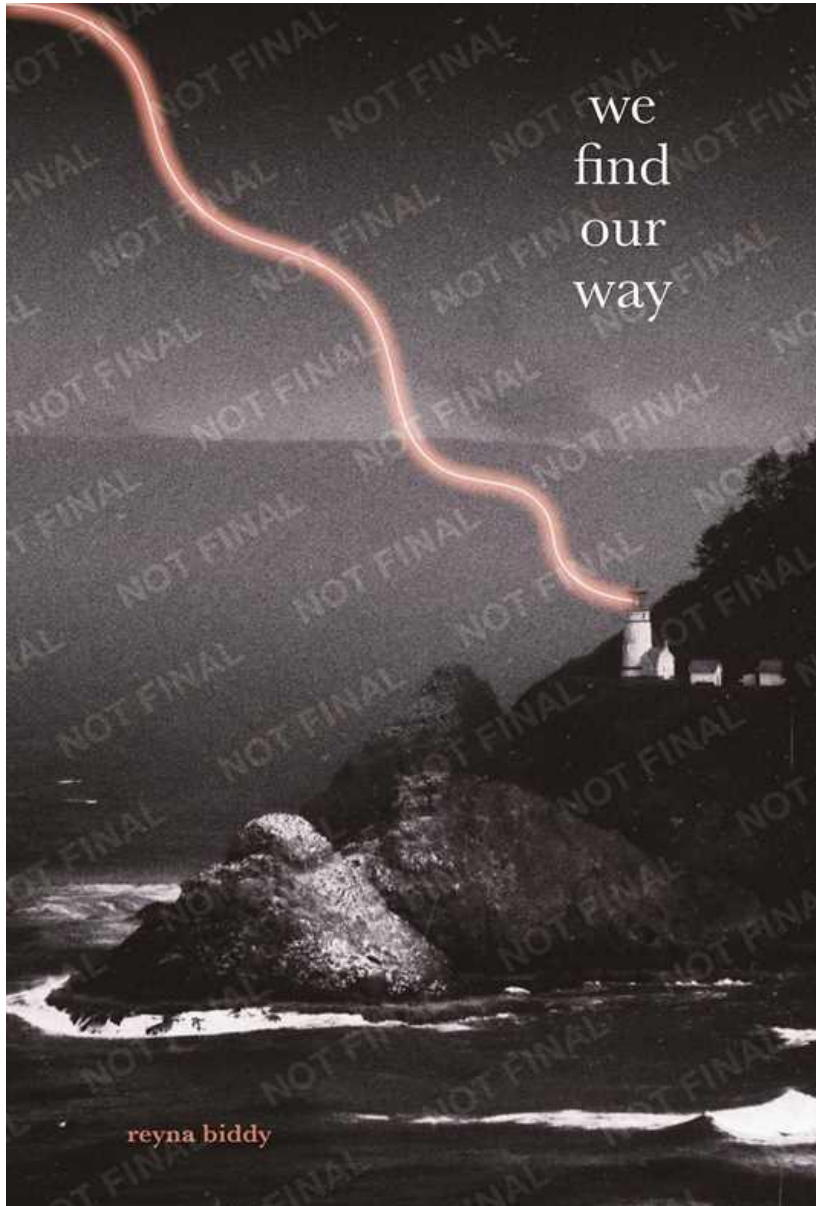
*No matter what, don't give up.
Don't close your heart to hope.
There can always be
a little love left to go.*

*I walk the banks of our river
in the countryside
the sun is hot
and I lap the spangled
shade of willows
you are with me again
aren't you
a ghost of August sun
that makes me wonder
is your dream in heaven
same as mine?
Are you in this ghost I walk beside?
I hold your hand and know you are.*

*We loved each other
 with the wild urgency
 of two burning stars
 before they died
 through nights to starlight
 through dusks to dawns
 and summer storms
 on endlessly
 though the incandescent embers of love
 two young hearts
 born only to burn
 to live only to love
 as long as they could last.*

*I am not here but long away
 in worlds and words unfolding
 in lovers arms
 in shooting stars
 in old lives and hospital beds
 in deserts
 in clouds
 in teacups
 in sailboats and magic ships
 in grassy hills and mountain tips
 I am a long way from here
 in words and worlds unfolding.*

*We wended down French rivers on a boat pushed with steam
 through rolling hills and vineyards baked by the sun
 wine is stored in twilight Galileo said
 the crickets played their tunes in the hills
 and the hot sun baked us on
 we'd walk to old churches that smelled like stone,
 and light sprinkled through stained glass
 in melancholy of muted rainbows dancing round our footprints
 I'd write poems and ideas in a little book
 I want to see the world with you I wrote
 as you stared at the rooftops and took pictures of wood beams
 flaneur it's called to the little town
 down a path with old Roman walls
 this is heaven as I'd paint it, I wrote
 every heaven is different, I imagine, but this is mine,
 we'd drink sparkling water at an old cafe
 and espressos in tiny cups
 the owner would speak to us in French in the sun
 and his wife would pour him wine and us too
 with ice cubes.
 we'd buy snacks and walk through the fields
 to the old oak tree in the middle
 cutting saucisson and fine cheese with a loaf of bread we got for a euro
 I remembered my grandfather and the hot days where I grew up,
 I'll try not to die as early, I wrote
 the sun began to set soaking the rolling hills in a rose cape
 and as the fireflies began to fire
 we'd start back to our steamboat
 and I promised to remember, I wrote,
 my heaven
 and a town I'd see again.*



We Find Our Way

Reyna Bidy

9781524873868

On Sale: 10/25/22, \$14.99

AMP Adult

Paperback, 5 x 8

First Print: 40,000

Author Residence: Los Angeles, CA

“To describe this book, I wrote from the perspective of the black experience. My experience particularly. It’s a book about grief, death, rebirth, ancestors, and spirit. I talk about the matrix and wanting out of it.” —Reyna Bidy

A collection of poetry focused on rebirth, ancestors, spirit, and so much more from the unique perspective and voice of a revered spoken-word poet, author, and self-love enthusiast.



9781449493837

A Psalm for Us

On Sale: 02/13/18

Paperback, \$14.99

help me sing

what i've learned
is, i discern best in
the dark. it's hard
to be candid
under bright lights

what i've learned
is distractions don't
always come in flesh.
heartbreak
doesn't always
come with healing.
holding grudges
for a moment,
adds more lives to you,
the karma brings
you back a few times.

tears cleanse the soul.

pain is a magnet
pay attention to
what attracts to you.
pay attention to
what y'all birth.
pay attention
to your baby,
you gave her life.

master lessons

you cannot evolve
while holding onto
those who are incapable.

in this life

we tend to get caught up in the aesthetic of things. we learn to care about reputation before self preservation. we fall in love behind closed doors. we laugh at jokes that we could never say aloud—due to the fear of being seen. scared to be ourselves. scared being ourselves will never make the cut. at some point, we became too serious. we've labeled everything as problematic. we've forgotten how to mind the business that pays us. i've learned to be accepting of it all. the love, the hate, the neglect, the skepticism, the criticism, the praise, and everything in between. i've never cared to be anyone's favorite. i don't believe i'm here for that. my purpose is quite simple. break generational curses. escape generational trauma. speak the truth—as i know it. share my journey as i go. give reference and resources if possible. connect the dots for others. connect others—with each other. be a source of light. raise a village with, and of, love. leave control behind. leave judgment behind. leave baggage behind. and most importantly, pay dues to karmic debt. i can't say the same for you, but i'm ready to ascend. i'm ready to be a hummingbird or a tree. i wanna be freer than this lifetime's freedom. stuck no longer resonates. no longer stuck in the matrix of distraction.

i wanna get out for good.

off course

you can never be who you're meant to be
if you're worried about how people
will view you every step of the way.

**this is a sign to face
your addictions.
call them by their name.
take accountability
for the part you played,
and stay away for a while.**

the sun

when people show you
themselves, believe 'em

 blessings in disguise
 god's favor on you

mirror staring back at you,
god's favorite tool

so now it's—
onto the next, shit,
before the demons
get too comfortable.

before the demons
multiply, one on top
of another, slow dancing
with yours, dirty dancing,
oh my.. eyes meeting eyes,
your eyes locked on mine,
what a blessing
to circle back
on a familiar love,
love this familiar
keeps you
in the ring with god,
it keeps you resisting
hesitant

and so

at times i hide myself
 until i'm forced to release
 old versions grow old,
 no good—too soon
 sooner than
 i prepare to leave.

be patient with your journey.

tears will come, let them.
 friends will go, let them.
 love will bloom..
 or fade, let it.

the more you clean house
 the more you open space
 for new life and new blessings
 to settle in.
 take each day—one by one.

find her. keep her.

Renaada Williams

9781524873905

On Sale: 09/27/22, \$14.99

AMP Adult

Paperback, 5 x 8

First Print: 15,000

Author Residence: Houston, TX

Gripping and poignant, this new collection of poetry from bestselling author Renaada Williams offers a raw view of the world from her unique perspective.



9781524855673

becoming.

On Sale: 05/19/20

Paperback, \$14.99

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I



The Hard Part
is Living

When the Dark Spoke to Me

Christabelle Marbun

9781524873912

On Sale: 10/11/22, \$16.99

AMP Adult

Paperback, 5 x 8

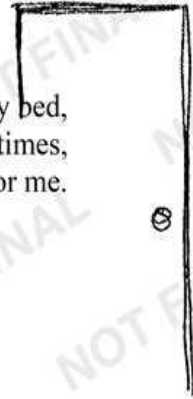
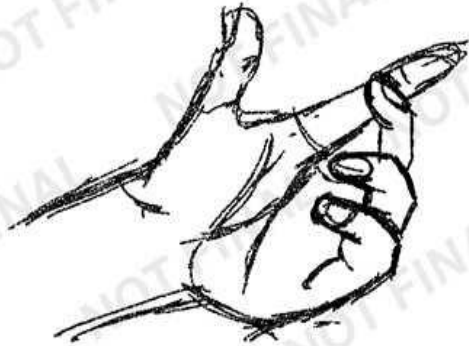
First Print: 40,000

Author Residence: Arcadia, CA

A profound poetry collection shrouded in tenderness and empathy, created to comfort the growing pains we all experience in life.

The world seemed to fit perfectly in his fingertips, but the world wasn't Life's to hold. He had ripped it out of a past lover. Yet Death, compassionate as ever, would kindly smile. For she knows that in the end, she will have her chance to embrace all of us once again.

I sat once again in my bed,
A place I've seen myself die many times,
And yet, She does not come for me.



I don't understand, how do you breathe?
How do you wake up every morning and
be just fine with this kind of loss?
How do you live ignoring the fact that I
could have died?

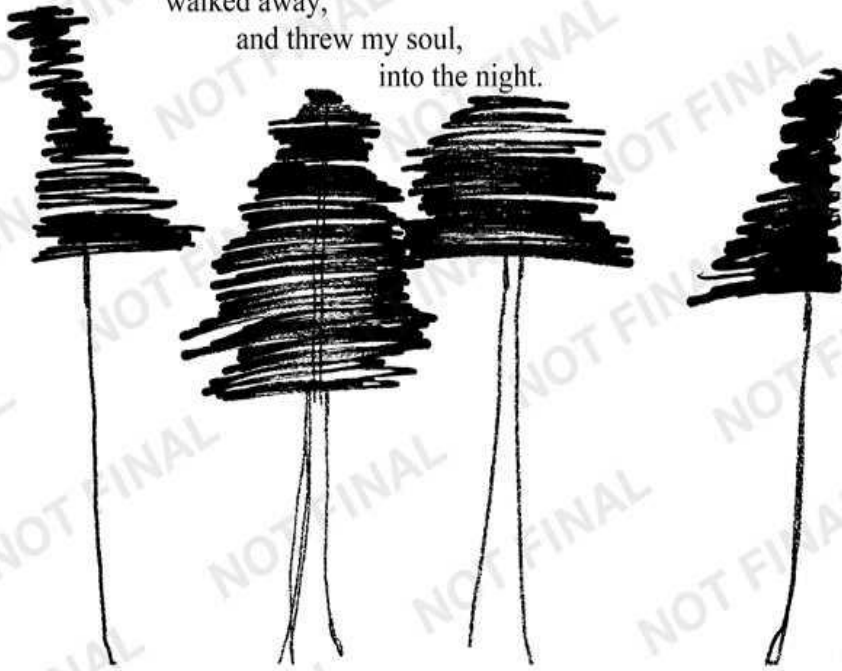
Am I truly that disposable to you?
Am I truly that disposable to you?

I can only hope that one day my
bathroom floor will accept me,
The pill bottles will hold my hand,
And the wailing sirens of the blue
and red lights will leave me be.

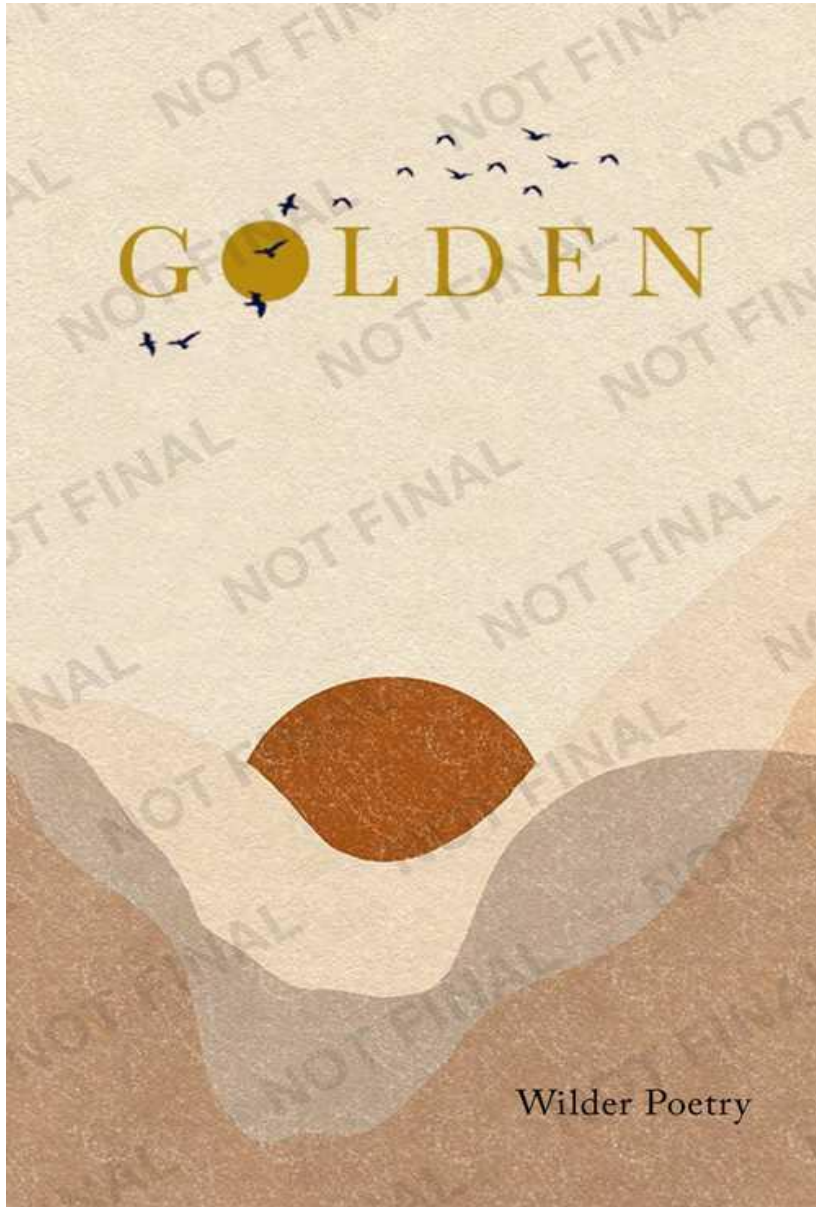


I started to get sick of
Missing days,
Missing fights,
Missing you,
And missing nights.

So I stood up,
walked away,
and threw my soul,
into the night.



I looked down at my bloody hands,
My eyes wide, tears streaming down.
No. No no no.
I had hurt all of them in the way I swore I
never would. It was an accident, I swear.
I feel a gentle touch on my shoulder, the
touch of their hands made my neck tense.
Their voices echo,
“Good job darling,
we are so proud of you”



Golden

Wilder Poetry

9781524875794

On Sale: 11/22/22, \$16.99

AMP Adult

Paperback,

First Print: 30,000

Author Residence: Chicago, IL

Just as basking in the glow of the warm evening sun does, this radiant collection of poetry and art from bestselling poet Wilder, will leave you filled with hope, love, and peace.



9781524850968

Nocturnal

On Sale: 05/07/19

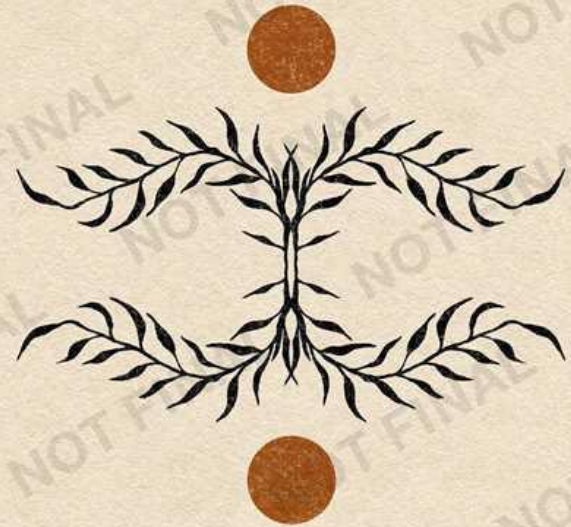
Paperback, \$14.99

Why do you love the sun.?

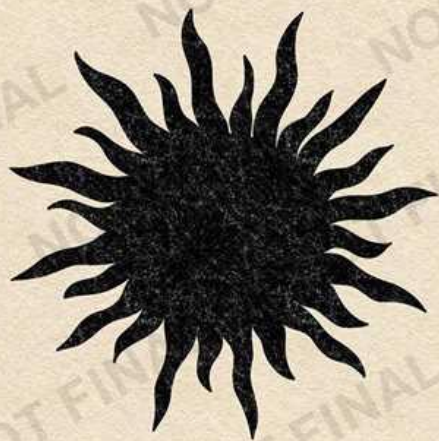


*because it always
touches me back.*

i'm the kind of person that gives every sunrise a name. i speak in color and listen with both hands open, ready to catch anything that may fall. i love in slow motion and carry hope with a heart that is clumsy, but equally forgiving. i believe in magic and everything else that seems impossible because i've been collecting wishes on candles for years and soon they will find their way back to me.



there is a broken compass in my pocket and i've been flying for days, but i have never been very good at following directions. they think i am a lost cause, but i promise i'm just lost (*in every way i am meant to be*) and even if i forget my way back home i know there is a story inside of me waiting to be read again.



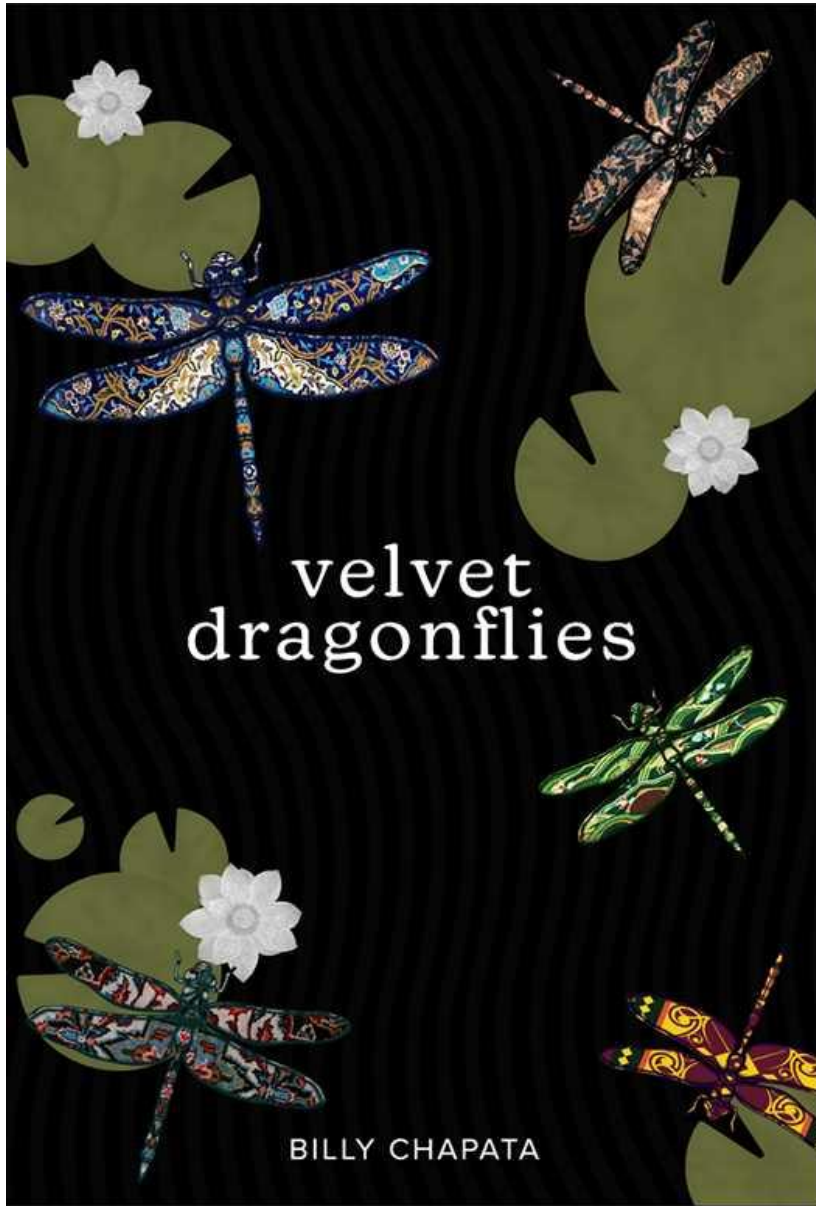
i have been
following my
dreams since the
day i opened my eyes.
and when they ask me how
i've survived so long with a smile
on my face, i point to the sky and
remind them that the sun rises for everyone;

*no matter the season.
no matter the day.*

Why do you love the sun?



*because it always
touches me back.*



Velvet Dragonflies

Billy Chapata

9781524876807

On Sale: 10/11/22, \$16.99

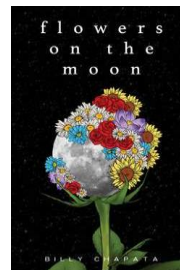
AMP Adult

Paperback, 5 x 8

First Print: 75,000

Author Residence: Atlanta, GA

Embark on a gentle journey back to self with this wistful and inspiring collection of poetry from beloved poet and writer Billy Chapata.

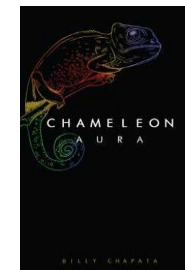


9781524860417

Flowers on the Moon

On Sale: 10/20/20

Paperback, \$14.99



9781449499372

Chameleon Aura

On Sale: 01/22/19

Paperback, \$14.99

flight.

the path back to yourself will be unique.

it won't be a linear journey filled with straightforward results and outcomes, it won't be a **smooth** sail with consistently calm waves and peaceful winds, it won't be a transparent trail with clear signs and direction—it will be incomparable.

it will have a variety of experiences that will leave you feeling a multitude of things at different times;

sometimes, you will experience much that will leave you heavy.

sometimes, you will experience much that will leave you lighter.

other times, your experiences will serve no other purpose than helping you grow **wings** so you can return back home, to you.

time may have hardened your heart, but you are deserving of nothing but **softness**, time may have roughened your spirit, but you are deserving of nothing but **gentleness**, time may have tainted the opinion you have of yourself, but you are deserving of nothing but **forgiveness**. i hope eventually, these words open you to the realization that you are deserving of all those things and much more.

viscose.

viscose

silly me,

i was the right person for me all along.

(better late than never)

hello, i know i've forgotten about you recently. how nice it is to meet you, again. it feels nice doesn't it? to feel so familiar yet, so transformed. i guess time has a way of making you realize what is more important, and now i realize that it was always you.

— a letter to my self

i'm learning to love my own language again.

i'm learning to pronounce it loud even
when they don't understand me.

i'm learning to give it a voice even if its accent is unfamiliar.

i'm learning to stop spelling it out to the wrong ears.

i'm learning to love my own language again.

i hope

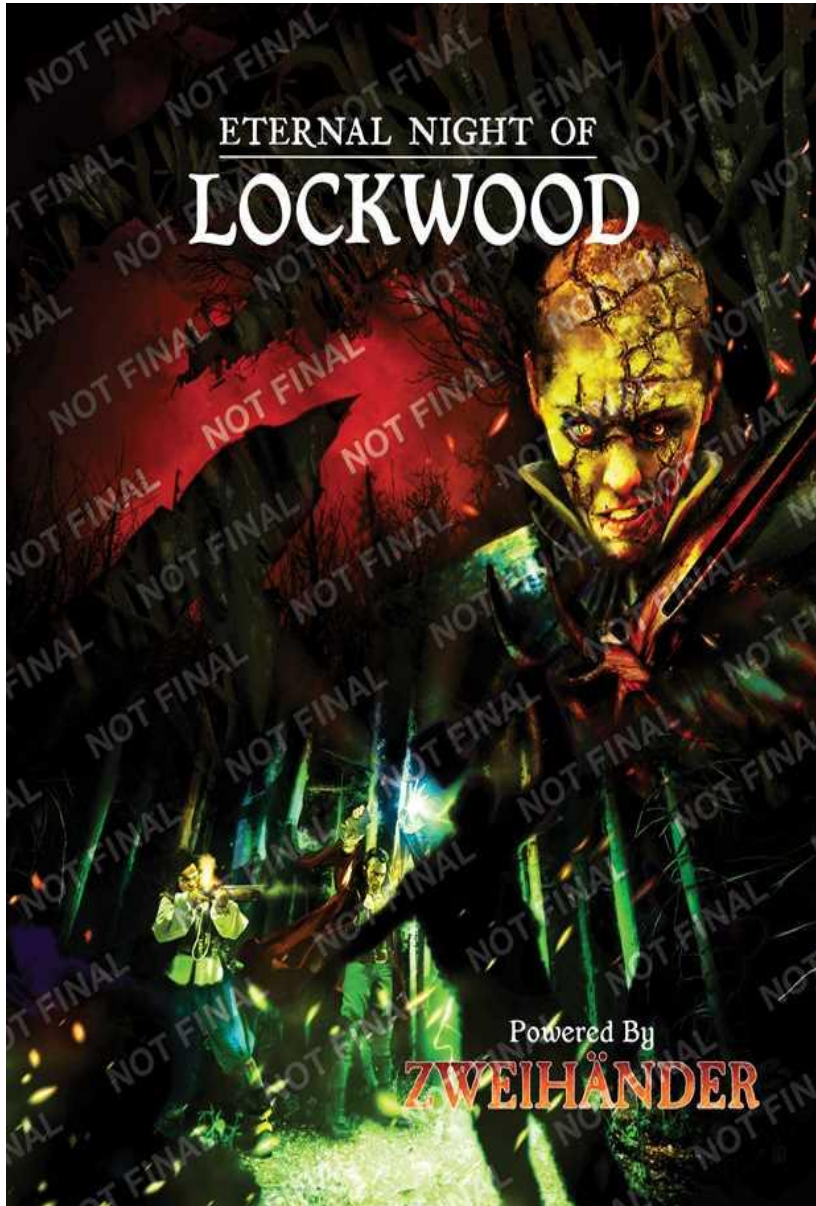
you learn to heal the parts of you that feel the need to constantly apologize for things that you are not responsible for in fear that they may leave or get upset if you don't take ownership of the guilt they are trying to place on you. i hope you realize that you are not a place mat for people's fears and insecurities.

losing battles.

how many connections have you fought for,
knowing deep down that you would be better off without them?

how many connections have you fought for,
because the thought of being alone scares you?

how many connections do you still fight for,
when you really should be **letting go**?



Eternal Night of Lockwood

James Introcaso

9781524871840

On Sale: 10/04/22, \$49.99

AMP Adult

Hardcover, 8.750 x 11.250

First Print: 20,000

Author Residence: Cherry Hill, NJ

Eternal Night of Lockwood is an adventure book, filled with intrigue, mystery, and horror, Powered by Zweihänder RPG.



9781524862510

FLAMES OF FREEDOM

Grim & Perilous RPG

On Sale: 10/12/21

Hardcover, \$65



CHAPTER 1: LOCKWOOD & ERTOL

Welcome to a place of risk, prosperity, and danger! Ertol is a free frontier city governed by independent Aristocrats. It is a nation unto itself, with no other government claiming the city as part of its domain. In the untamed forest of Lockwood outside the settlement, lumberjacks, farmers, and miners operate without even Ertol's few edicts. But everything changed when the Eternal Night fell. Laws, axes, and picks can't save the people of the region. Only the PCs can.

HISTORY OF THE REGION

Before the Eternal Night, Lockwood enjoyed more than a century of relative peace. For as long as any can remember, the Statera Druids patrolled the forest. When hungry monsters came down from the Braccine Mountains, the druids killed or turned back the fiends. These incidents of violent danger were few and far between. Life in Lockwood was hard work for the druids, but it was on the whole peaceful. Disease, infection, or old age were far more likely to kill a druid

than the claws of a monster or one of the forest's bears or wolves.

Fifty years ago, an expedition led by Havnah Oresen and Orlanna Pousluth came to Lockwood. Oresen established a new lumber company in the nearly untouched forest, while Pousluth founded an operation mining copper in the forest's hills. Though these businesses made plans to expand and extract resources, the Statera Druids' leader, Kathuke Naleeth, negotiated with Oresen and Pousluth. Providing the lumberjacks harvested sustainably and the miners kept

to the hills in the southwestern section of the forest, the druids welcomed their new neighbors. Even with these restrictions, gold flowed into the Lockwood businesses as lumber and copper moved out on barges riding the Tenebrum to other markets. In addition, tradesfolk and farmers came to Lockwood to support the industry there. The combined Oresen-Pousluth camp soon became a village, which grew into a town, which boomed into a small city. They called the settlement *Ertol*, which means "full of promise" in an ancient and obsolete tongue.

Ertol became a place where the unemployed could find work and, thanks to the settlement having no national affiliation, a city where people with questionable pasts could start over. All manner of growing pains marked the city's first years as the Oresen and Pousluth companies vied for control and wrote reactionary laws. Ertol birthed other businesses that made goods from Lockwood's lumber and copper and were shipped out on the Tenebrum. The Aristocratic business owners argued over laws and jurisdiction inside the city and within Lockwood.

Ertol's lawlessness faded when a joint resolution between the Oresen Lumber Company and Pousluth Mining Operation founded the Noble Council. Each of the city's five wealthiest families sends a representative to the council, which makes and carries out the city's laws and appoints its magistrates and other officials. While the Noble Council brought some order to Ertol, especially within the wealthiest borough of Society Vale, the city is still a frontier settlement of rough-and-tumble types. A few of the city's laborers moonlight as smash-and-grab thieves, protection collectors, pickpockets, and other unsavory malefactors.

Over the last five years, the Oresen Lumber Company and Pousluth Mining Operation expanded their territories in Lockwood. Both hired more laborers. Oresen opened a new sawmill in the forest, and Pousluth carved a second mine opened in the northwest hills of Lockwood. However, rumors coming down from Society Vale say the nobles renegotiated their agreement with the rarely seen Statera Druids.

Fifteen days ago, a crew of lumberjacks working in Lockwood never returned home to Ertol. A search party found corpses of the laborers the next day, each burned and pinned to a tree by their own axes. None in the city know who perpetrated such an awful crime or for what reason.

THE ETERNAL NIGHT

Five days ago, on a sunny afternoon, a starless, moonless night fell over Lockwood and Ertol. The sudden darkness poured over the sky like cream over a cake. Panic immediately set in, and Ertol's citizens hoarded food, stole supplies, and stockpiled weapons. But the Eternal Night brought another kind of frenzy. Many people turned violent over the pettiest grievances, nearly forgotten grudges, and superficial differences. The Eternal Night is more than darkness. It is chaos.

The people living in Lockwood are on their own, sealed inside a black bubble with horrors beyond imagination. Only they can find the source of the Eternal Night and free themselves from the terror. If not, they will perish within, victims of monsters, starvation, and their own violent frenzies.

Further proof: strange beasts now stalk Lockwood. Citizens who dare leave the confines of Ertol report seeing twisted, hulking fiends in the forest, unlike any animal. Most expeditions into the Eternal Night of Lockwood don't return. If the monsters don't end their lives, the darkness at the forest's perimeter does.

TOUCHING THE ETERNAL NIGHT

It isn't just light that can't penetrate the Eternal Night. Flesh, lead, and steel all bounce off the very edge of the phenomenon. Only air, the weather, and the waters of the Tenebrum River can pass through it.

The **ETERNAL NIGHT OF LOCKWOOD** is chiefly concerned with the story of what happens within the Eternal Night. Some may ask, "What is happening in the world outside the forest?" Perhaps the Eternal Night is merely the side effect of something worse, or maybe even a protective shell of Magick, guarding the land against something far more sinister. While any theory that can be dreamed up is discussed in Ertol, others think the outside world functions as it did before. Because of the way the darkness fell over the region, it seems exclusive to Lockwood and Ertol.



CRIME & PUNISHMENT

Aristocrats rule Ertol, and the laws benefit them at the expense of the Burgher and Lowborn classes.

THE WATCH

The city's Noble Council charges the Watch with maintaining order inside the city. Due to its isolation, Ertol has never faced outside threats, though the Watch does keep officers at all city entrances to sound the alarm in case of danger. The force is chiefly concerned with "maintaining order" in Ertol, which really means helping the Aristocrats stay on top. They are the jackboots of the Noble Council.

Before the Eternal Night fell, the force maintained a strong presence in Market Hill and Society Vale, ensuring the people in charge were safe and chasing riffraff into other parts of the city. The officers patrolled the city's other boroughs, but their chief concern was Ertol's aristocracy. The safety and comfort of these citizens come above and at the expense of others.

In the Eternal Night, the Watch has basically abandoned all boroughs except Market Hill and Society Vale. They only venture into these boroughs to respond to crisis, such as a riot, or when ordered to do so by the Noble Council.

Captain Erina Tylfurisk, a dusky-skinned Human in her fifties of a muscular build, leads the Watch. The sour-faced captain possesses no sense of humor and doesn't take kindly to criticism of her officers. Her subordinates respect her and are happy to follow her orders.

LAWS

Since the aristocracy makes the laws, these edicts benefit the upper class while punishing the Lowborn. Aristocrats also appoint the Order Magistrate from among their own ranks. As a result, any Aristocrat who faces a trial is far more likely to walk free with an innocent verdict or superficial sentence.

The following activities are illegal in Ertol. There may be others at the GM's discretion:

- Arson and other destruction of property that belongs to a person of the same or a higher social class

- Assault of any kind (Note: Attacking a person of a higher social class carries much graver consequences than the other way around. When a Lowborn citizen assaults an Aristocrat, the punishment is typically death.)
- Casting Magick to manipulate or harm another person, except in cases of self-defense or protecting the innocent
- Casting Magick in public, except in cases of self-defense or protecting the innocent
- Disorderly conduct in Society Vale and Market Hill
- Fencing stolen goods
- Forgery
- Impersonation of a person in the same or a higher social class
- Murder except in the case of self-defense, protecting the innocent, or when two parties agree to a duel signed by witnesses.
- Slavery
- Theft
- Purchase or sale of contraband (see **Black Market Good** in *Chapter 7: Trappings of the ZWEIHÄNDER: Revised Core Rulebook*)

CIVIL COURT

If one citizen of Ertol has an issue with another that doesn't involve breaking one of Ertol's laws, they can submit a petition to the Civil Court in Society Vale to take up the matter. These disputes include arguments over money, services, trades, property, or similar matters. Supposedly all cases are fairly evaluated by the Civil Magistrate's office. Still, those submitted by Aristocrats are always and immediately heard, while Lowborn submissions have to wait months to be rejected (unless the right palms are greased or threatened).

When the Civil Court takes up a case, all the involved parties receive a summons to attend the court. Those summoned can bring witnesses and experts to testify on their behalf. Those who don't show are dragged to their appointment by the Watch.

The Civil Magistrate, a green-and-yellow-scaled Aztlan named Kara Tranger, listens to all sides of the

argument, then issues a ruling. This is usually a fine paid to the offended parties and the court. However, if someone tries to leave Ertol before paying or refuses to pay, the Civil Magistrate calls the Watch to seize all the offender's property to make up for the pay.

The Noble Council can overturn the Civil Magistrate's decision or order them to take a case the office rejected, but this rarely happens. The Civil Magistrate typically rules in favor of the Aristocratic class, so the Noble Council is happy with their decisions.

TRIALS

Ertol's Noble Council writes the city's laws, which the Watch enforces. The Watch arrests and holds suspects in cells in Bargetown at the Watch Station. Watch officers eventually bring an accused person to argue their case at a trial before the Order Magistrate, a dark-brown-skinned Human in her sixties named Order Magistrate Laris Nitel. The arresting Watch officer and any witnesses attend the trial and give testimonies. The Order Magistrate then delivers her verdict and sentence. Though any sentence Order Magistrate Laris chooses is legally possible for any crime, death sentences are typically only ordered in the most extreme cases of violent crime, like murder, and then only reserved for people below the aristocracy. Time spent in the stocks or a pillory, doing hard labor cleaning Ertol's streets or sewers, paying a fine, or public flogging are typical sentences for lesser crimes.

Imprisonment is a rare criminal sentence in Ertol. The city only has a few holding cells at the Watch Station meant to temporarily confine offenders for a day or two until they go to trial or face the executioner's block. Exile under penalty of death is far more common. In the time of the Eternal Night, those exiled must survive the new and evolving horrors in Lockwood.

The Noble Council can vote to overturn an Order Magistrate's verdict and sentence. Still, such an occurrence only happens when an Aristocrat faces a guilty verdict, which is a rare thing indeed.



SENTENCING

The Order Magistrate can hand down any punishment she chooses, but what follows are some of her most common rulings. Being an Aristocrat herself, Order Magistrate Laris tends to give lighter (and often superficial) sentences to Ertol's wealthiest citizens. This keeps the Noble Council happy, and she maintains her position of authority.

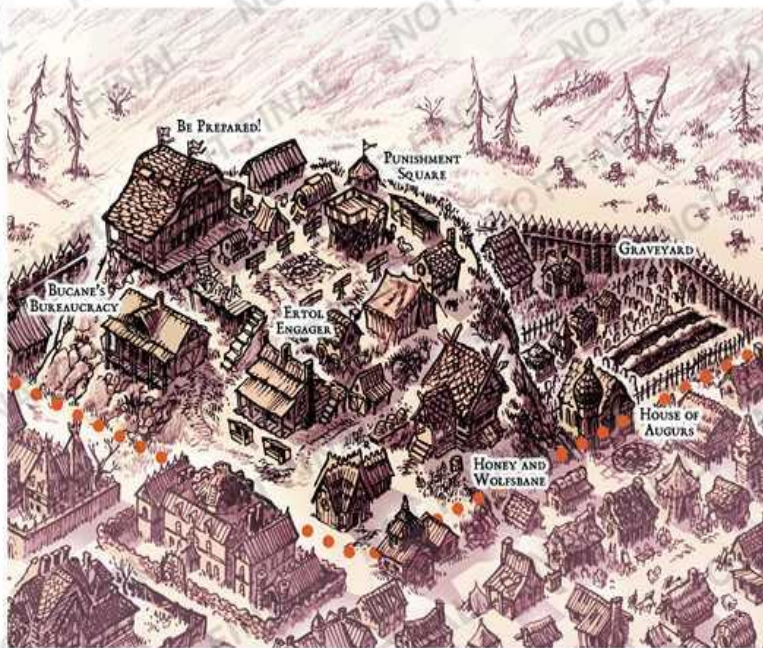
- Death by beheading, hanging, or some other execution in Punishment Square
- Exile from Ertol for one year to forever
- Flogging in Punishment Square
- Hard labor cleaning the sewers or streets of Ertol each day for one week to one year
- Confinement in the stocks or a pillory of Punishment Square for one to ten days
- Pay a fine of any amount, usually between 1 and 50 gold crowns (gc)
- Tarring-and-feathering followed by a public humiliation parade around the city

TARRING-AND-FEATHERING

A tarred person must succeed on a (Challenging ~10%) Toughness Test or take 1D10+1 Damage (Damage Threshold Modifier notwithstanding). If they are also feathered then paraded around town, the person must succeed on a (Hard ~20%) Resolve Test or gain the *Branded Drawback*.

THE SIX BOROUGHS

The boroughs of Ertol are almost like six individual villages because the Noble Council and the Watch treat the social classes that live and work in each differently. The people of Society Vale enjoy the most protection, the Lowborn citizens of the Dregs are usually left to fend for themselves, and every other borough falls somewhere between these two extremes. Within each borough are also popular locales PCs would know about.



MARKET HILL

A gentle slope creates a small hill in the northwest of Ertol, covered in cobblestone roads lined with attractive shops and stalls. Haberdasheries, lawyers, and every business in between populate Market Hill. All people of Ertol come together in this borough: beggars asking for spare change, Lowborn laborers buying food at farmer stalls, Burghers running their shops, and Aristocrats climbing into carriages loaded with boxes of new outfits.

Many of Ertol's Burghers and a few Aristocrats live in Market Hill's houses, typically two or three stories tall. The nicest houses run down the south side of the hill, bordering Society Vale. Lowborn servants and shop workers live in apartments over many of Market Hill's stores.

The first day of the Eternal Night disrupted the activities of Market Hill as panicked citizens looted the businesses. However, once the Watch gained control of the borough, some normalcy returned. The shops are open again, albeit with more locks on doors, boards on windows, and loaded pistols under counters. Some stores keep odd hours in the Eternal Night, but others stick to their regular schedule. Though the Watch patrols the streets, pickpockets and purse-snatchers grow increasingly bold in the ever-present darkness.

Stores the PCs are likely to visit are mentioned here, but almost any good or service listed in *Chapter 7: Trappings of the ZWEIHÄNDER: Revised Core Rulebook* can be purchased from a proprietor in this borough with the GM's approval.

BE PREPARED!

The wood sign of Be Prepared! pictures a smiling Orx face and welcomes "Hunters, outdoor hobbyists, mercenaries, and especially those oddball adventurers!" The crowded shop features shelves stuffed with the items found in *Illumination* and *Wilderness Needs of Chapter 7: Trappings of the ZWEIHÄNDER: Revised Core Rulebook* and feels even more cramped when Gailith Arhooks, the nearly 8-foot-tall, purple-skinned Orx proprietor, is in the shop. Gailith gives her customers the hard sell, often encouraging them to buy an animal trap because "they're not just for animals!"

Gailith loves to chat with adventurers and learn about their latest quests. Eager to be part of the action herself, she provides any advice, tips, or rumors she thinks may help her customers in their pursuits, especially if they buy another animal trap!

The Eternal Night has been great for Be Prepared!, and in addition to people buying up candles, lanterns, and other objects that illuminate, the terrified of Ertol hoard survival gear for the impending collapse of the city's government or an invasion of monsters.

BUCANE'S BUREAUCRACY

It is an open secret that this stodgy little shop sells far more than quills and writing kits. Barthelm Bucane, a dark-tan-skinned Human, looks like a bookish bureaucrat. He mumbles his words, his clothing is neat and spotless, his face is wrinkled, and his glasses are thick. It is always a shock to anyone not in the know that this man illegally sells black market poisons.

Ertol's people whisper that the authorities look the other way as long as Bucane's poisons don't harm Ertol's Aristocrats and the Watch officers earn a modest cut of the profits. Still, a black market dealer never can be too careful, so Barthelm keeps his poisons inside ink bottles contained within a lockbox with a new daily hiding place. Bucane's Bureaucracy also sells lockpicks to enterprising thieves, but Barthelm is more hesitant to sell such items to folks he doesn't know lest the items be used to rob his shop.

The Eternal Night makes Barthelm's unsavory customers bolder with their crimes. Their increasing daring is good for business, but the man worries that his clients are more reckless, leading to his arrest or demise or his shop being robbed.

Bucane's Bureaucracy sells items found in *Black Market Goods and Bureaucratic Tools of Chapter*

7: Trappings of the ZWEIHÄNDER: Revised Core Rulebook.

ERTOL ENGAGER OFFICES

For 2 brass pennies (bp), anyone can purchase a copy of the *Ertol Engager*, a daily broadsheet that prints the latest city gossip. Nelf Gerlich, an elderly Human with dusky skin, runs the sensationalist paper. His small team of journalists takes turns reporting on crime, business, events, and gossip about the city's celebrities and Aristocrats. The broadsheet drips with biting sarcasm and makes fun of the wealthy and poor alike. Broadsheet sellers hawk the *Engager* in the streets of the city every morning.

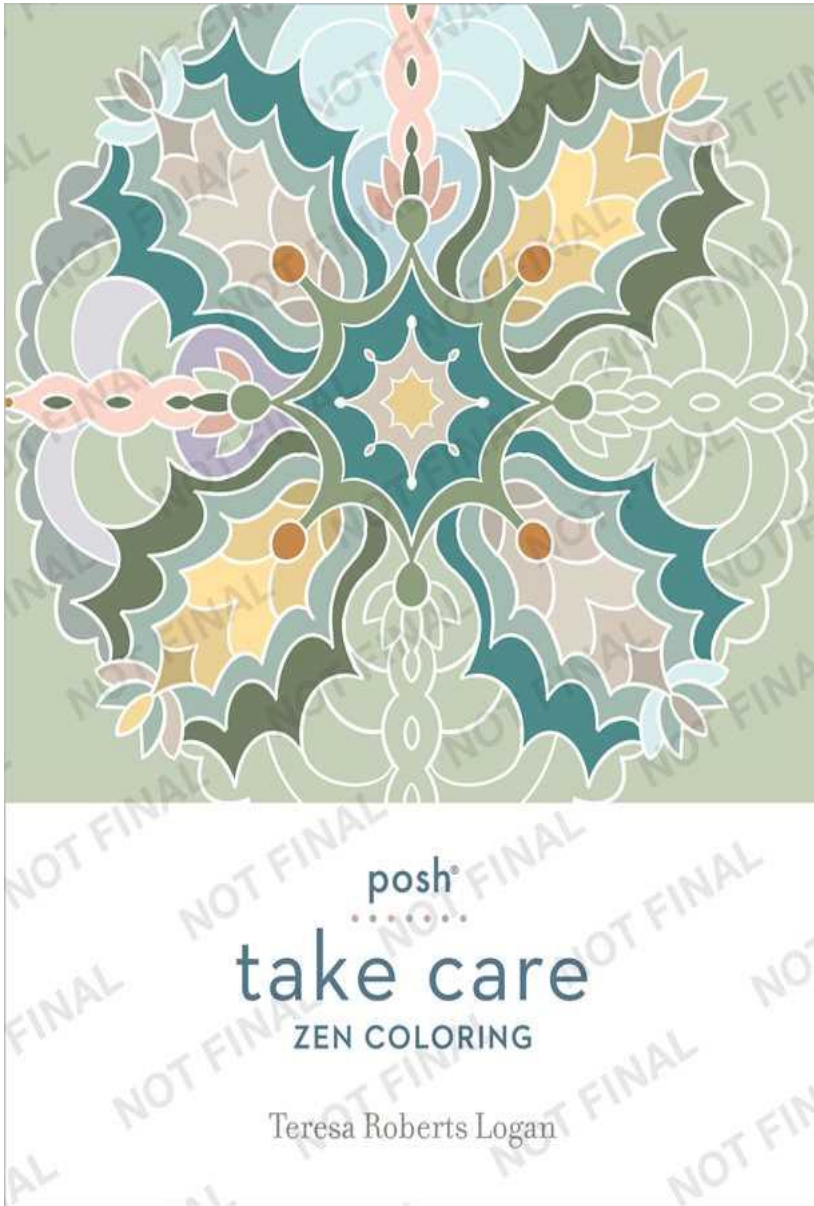
The Eternal Night colors all the *Ertol Engager's* articles. The broadsheet reports the crimes, disappearances, and rumors that plague the city with its sarcastic voice sometimes turning to sheer panic and other times seeming disinterested and cold.

The cramped offices of the *Ertol Engager* contain a printing press and several shared desks where the city's bedraggled journalists write and revise their stories late into the night. Any person can place an ad in a future broadsheet for 1 gold crown (gc).

HONEY AND WOLFSBANE

Dolandra "Dolly" Nancifer, a slightly tan Human in her twenties, just took over Honey and Wolfsbane from her deceased father, Neddard. The apothecary excitedly chatters about her medicines with a zeal that goes beyond a hard sell. Dolly is fanatical about her supplies and loves discussing every detail. She eagerly examines bruises, wounds, sores, and other injuries or maladies, recommending products as she chews her hair. The bright shop features the items found in *Medicine of Chapter 7: Trappings of the ZWEIHÄNDER: Revised Core Rulebook*.

The alchemist's shop is clean and tidy, but the back room, where Dolly's older, sour-faced brother Doktor Kellar performs bloodlettings, surgeries, and other procedures, is spotless. Doktor Kellar is a stern man but the best surgeon in town. In the time of the Eternal Night, he's a little busy trying to put people back together. Getting an appointment with him often requires a wait of 1D10+1 days or a dire emergency. Like most surgeons in Ertol, Doktor Kellar refuses to perform psychosurgery.



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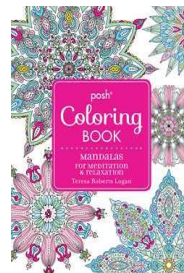
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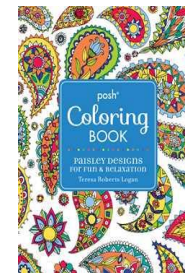
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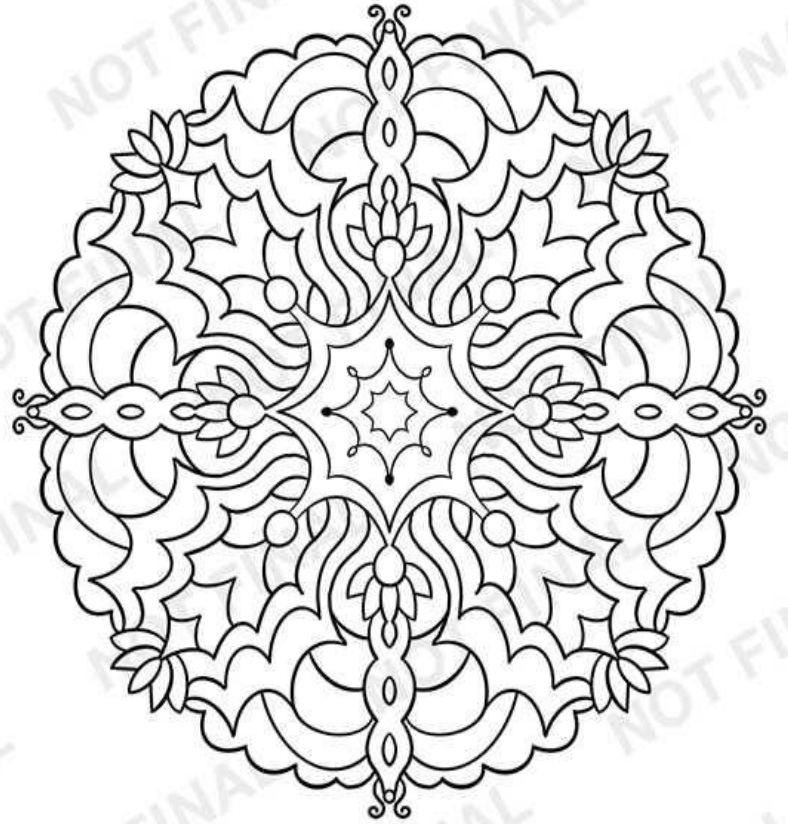
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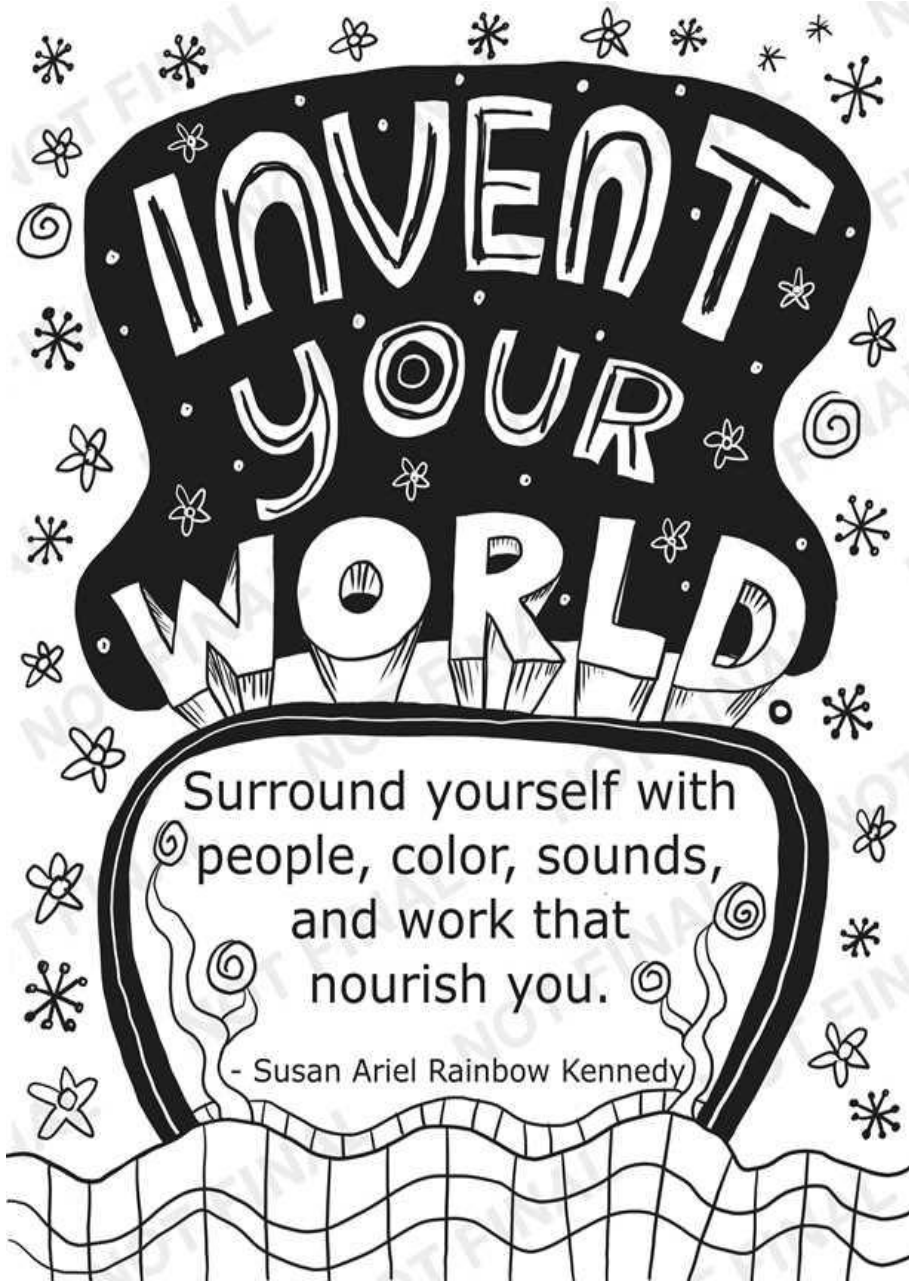


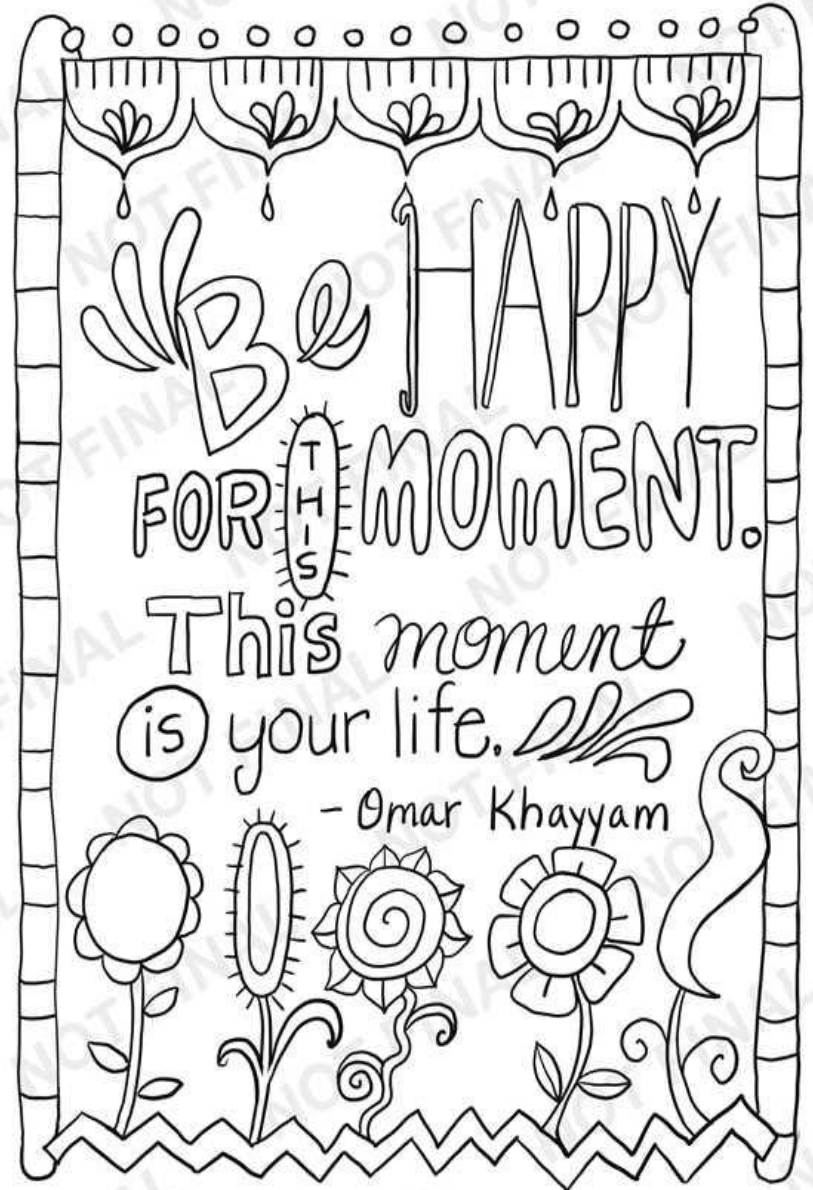
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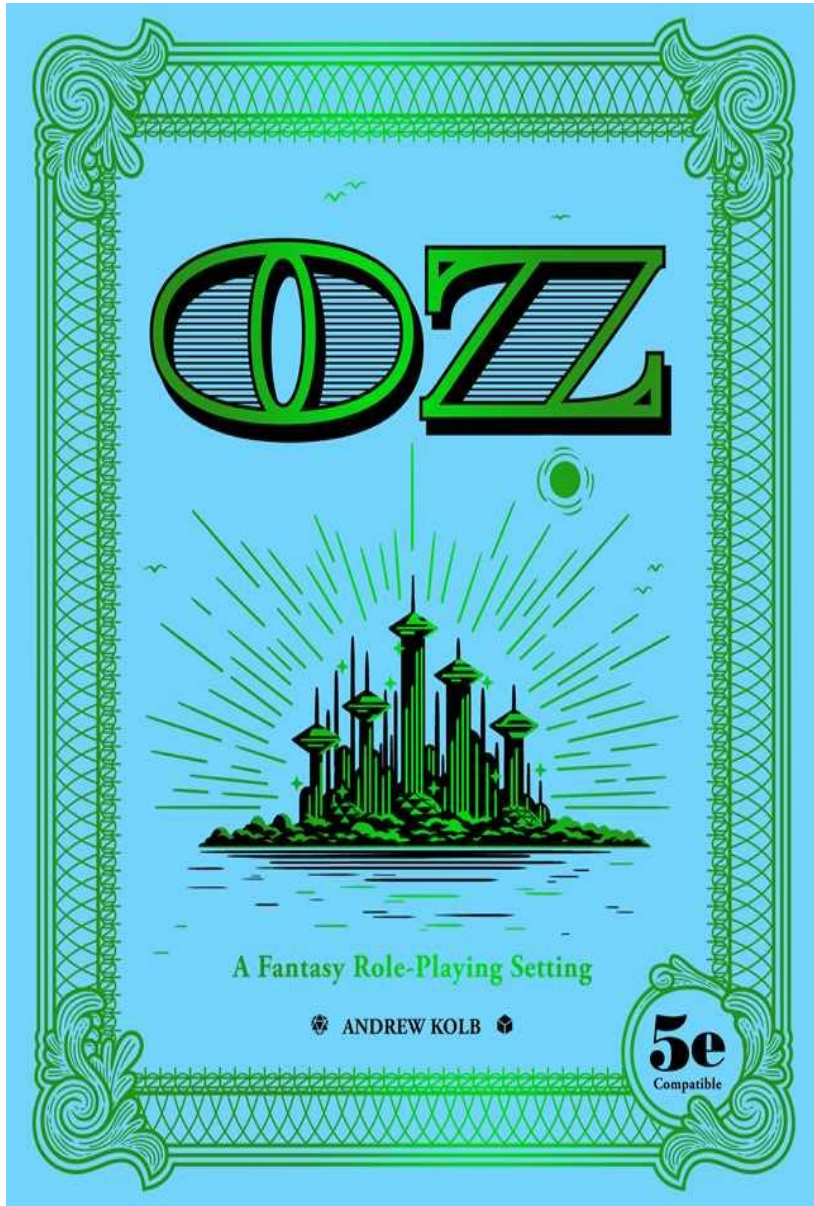
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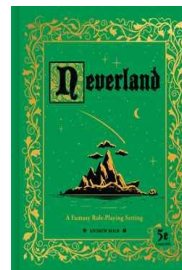
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CRIME & PUNISHMENT

Players will inevitably get their characters into some sort of trouble and when that happens, the Ozian justice system is sure to get involved.

There are a few standard options for determining guilt and innocence. While the accused typically gets to pick their means of judgment, the system is not incontestable.

COMPURGATION

The accused must find a number of volunteers (anywhere between 4 and 40, depending on the severity of the case) to listen to the accused's oath of innocence and swear they believe the statement. The time allowance for collecting the volunteers is up to the court but the accused may not leave the District limits during the window of recruitment.

CRUENTIATION

Limited to crimes involving bodily harm. The accused is brought before the victim and are observed while they place a hand on the victim (the they offended, injured, or dead). If the injury is exacerbated (wound begins bleeding, pain returns, etc.) then the accused is found guilty. Results with multiple victims or accused must be unanimous.

JUDEX LAPIS

Similar to cruciation but appropriate for all crimes. The accused is required to place a hand on a stone statue of justice (typically carved to resemble Ozma looking to the sky holding scales). If the statue weeps, the accused is found guilty. In the most dramatic cases, what the statue weeps is related to the crime (blood, saltwater, syrup, etc.)

TRIAL BY COMBAT

Unarmed combat. Both the accuser and accused are allowed a dram of courage (a green liquid that grants advantage on attack rolls for the duration of the trial) but doing so will negatively affect public perception.

After the courage has been accepted or denied, the two then box. A verdict is determined by a knockout, or by the judge if both parties are still standing at the end of the final round (number of rounds is decided by the judge based on the severity of the crime). The judge declares a verdict based on form and manners during the combat. In specific circumstances a champion is allowed to step in on behalf of one or both parties. If one party is allowed a champion, then both are allowed.

TRIAL BY COTTABUS

A trained Cottabus (pg. 22) is brought before the accuser and accused to ask questions of each side. The judge may determine a set number of questions or a set amount of time, both based on the severity of the crime. If the Cottabus knows the answer to a question and either party lies, the Cottabus will notify everyone of this and then asks the truth. Both judge and jury are used in Trial by Cottabus.

WERGRÜN

Also called Wergreen and the Emerald Scales of Justice. If the accused can produce enough GP to outweigh the crime (heavier than the dead body; the stolen object, etc.) then they are deemed to have paid their debt to the accuser and set free.

1 pound is equal to 50 GP!

CURRENCY

Before Oscar Diggs drifted into Oz on a hot air balloon, the Ozians had little need for money. But once a coin is out of the purse, it's hard to put it back in.

The land of Oz runs on a simple system centered around emerald-colored coins called Green Pennies (GP for short). One gold piece exchanges to one Green Penny and so there's no major profit or loss from trading common non-Ozian goods with the locals.

LODGING & LIVING EXPENSES

Most lodgings offer a room and hot meals at a weekly rate. Payment is collected up front and covers the week (whether staying the full week or not). Living in Oz will range in cost and quality:

5 GP / WEEK

Simple living, shared room, limited menu

10 GP / WEEK

Modest living, private room, limited menu

25 GP / WEEK

Comfortable living, private room with better food, ample drink, and access to resident assistant

50 GP / WEEK

Lavish living, private quarters include multiple rooms with personal menu, ample drink, and access to resident assistant

An expensive neighborhood may only offer comfortable and lavish accommodations or perhaps the seedy tavern is limited to simple living. Either way, the longer a group or individual stays at one location, the more tangled up in the community they will become.

For more on lodging-based encounters, see the "Lodging Events" table on pg. 190.



RADIUM & RESOURCES

Oz is rich in natural resources: ample fresh water, abundant trees, fertile soil for crops, and the rare metal called Radium.

Radium looks like a mixture of silver and a frozen lake and is extremely easy to work with. Another key trait of the metal is its gentle glow. Even a large deposit will only glow bright enough to illuminate 5' around, but it's still enough to aid in nocturnal tasks.

Most importantly, Radium has a neutralizing effect on magic. A Radium lock cannot be magically opened, a Radium dagger cuts through magical armor, and so on. If it weren't for its rarity, Radium would be the default material for most objects.

It's worth noting that while the Radium of Oz shares a name with the chemical element on earth, the fictional metal is not radioactive or toxic in any way. Real Radium can be dangerous.



ADVANCED RULES & MECHANICS

While the following is not necessary when running a game set in Oz, elements have been included throughout the book that reference these extra mechanics.

EXPLORING THE WILD REGIONS

The Wild Regions include Lake Quaid (E2), The Great Library Ruins (G5), the Forest of Winged Monkeys (G8), Munchkin Mountains (M8), the Forest of Fighting Trees (Q8), and the Great Farmlands (W8). All are difficult to explore and thus works as follows:

The first Area the Group encounters is Area 0. If the Party wishes to explore then one member of the party rolls 1D4. The next Area they come across is determined by the dice roll.

Every time the Party wishes to press on then add an additional 1D4 to the roll and add the total to determine the next Area they come across.

If the leader of the expedition is adept at navigation then they may reroll one die from the total pool of dice and take the higher of the two numbers. This advantage may be granted to additional dice if the group has another form of aid (directions were given, they received a map, a guide was hired, etc.). It is up to the GM whether or not multiple aids grant multiple advantages.

When trying to reach a specific Area that the group has already visited or is known, the cumulative roll must be equal or greater to the number associated with that Area before they can reach their destination.

If they wish to flee or get back to the nearest neighborhood, whoever is navigating rolls 1D4 to determine the number of hours it takes to get back to the nearest Neighborhood. If the leader is skilled at navigating the geography, or they have another resource (a guide, a map, etc.) then roll 2D4 and take the lower of the two numbers.

FAME & TOTO

A group of adventurers are bound to make waves and get noticed for their antics. This sort of notoriety spreads between neighborhood as word travels fast along the Yellow Brick Roads.

This fame can be the result any significant event (be it positive, negative, or somewhere in-between) and is measured on a scale of 1 through 10 in what's called a "Tontfoolery Total" or "TOTO" for short.

When a major event involving the Party happens in an area, their TOTO increases by 1. What constitutes a major event is up to the GM and might change over time.

News travels quickly in Oz. When a group's TOTO reaches 3, 6, and 9 in a neighborhood or Wild Region, the TOTO of all adjacent neighborhoods or regions increases by 1. If this increase triggers another wave of increases then word continues to spread. Note that word doesn't travel back on itself and a location's TOTO can only increase by 1 from any single event.

EXAMPLE

The adventurers, gaining some notoriety, are asked to marshal a parade in Fuddleville. During the event, they successfully stop an assassination attempt against the District Witch. The conflict is resolved and the group's TOTO in Fuddleville goes up from 5 to 6. Word spreads quickly to Fine Fettle, The Warren, South Watch, and the Forest of Fighting Trees. The TOTO in each of those locations increases by 1. The adventurers already had TOTO: 2 in the Forest of Fighting Trees before the parade and because it now went up to 3, the TOTO in Ruby Palace and Old Mill also increases. Both the Palace and Old Mill were at TOTO: 1 so no further increase happens.

Some locations and events will be limited to the Party until they've reached a certain level of notoriety. If a location or person of power won't see the adventurers until they've accomplished a handful of significant acts, this will be represented as "TOTO: 3" in the following material. The GM should communicate this limitation to the Players. Something like, "Bring me the tiger's tail and I will grant you an audience with the Warden," or "I'm sorry but I've never heard of you so you'll have to book a reservation somewhere else," is both diegetic and direct for the Players to understand.

INFAMY

As a group's TOTO increases, they are more likely to be recognized or have their reputation precede them. When appropriate, roll 1D10. If the result is equal or under the Party's TOTO for their current neighborhood or region then the Non-Player Character is aware of some of the Group's notable shenanigans. How the NPC regards the adventurers is to be determined by the GM.

EXAMPLE

The party's Bard is trying to get a deal while buying an enchanted (and very illegal) accordion in The Black Branches. Having helped a number of folks in Winkie District, the Bard is hoping the merchant will consider that when pricing the instrument.

The group's TOTO in The Black Branches is only 2, but there's still a chance the merchant recognizes them. GM rolls 1D10, rolls a 2, and so the merchant has indeed heard of the group. The merchant might agree to the discount, or since they know the party is in the adventuring business, first ask a favor before making the sale. Maybe knowing the group is making lots of money will drive up the price. So is the risk of bartering and dropping names.





A-B SEA SERPENT

Massive amphibious serpent. Scale patterns on its segmented body resemble a string of alphabet blocks. Naturally drawn to verbose and multilingual prey. Particularly violent around spelling and grammatical errors. Unable to fully leave the water and its tail has never been seen. Scales from the serpent boost literacy and language comprehension.

HD 12 HP 125 ARMOR 17
SPEED 20' (Land), 60' (Swim)

SAVE +8, +5, +2

Immunity Mind-altering magic

Resistance Single element (see SPECIAL)

Weakness Radium weapons

ATTACK

- **Scold** 60' radius. Intelligence save or take 3D12 mental damage (half damage if pass)

- **Bite** (2 attacks) each 2D12+8

- **Elemental Spit** (3 attacks) each 3D10+4

- **Wave of Element** 3D12 + 3D12 elemental damage, save or be pushed back 60' (can use every other round)

- **Blast Elemental Water** 100' line, 1D10 + 2D12 elemental damage

- **Summon Fog** Fills an area the size of a lake, lasts until wind or magic removes it

SPECIAL

- Can use its reaction (once/round) to change the scales on its body to spell a unique word relating to a single element (gains resistance and relevant attack damage becomes that element)

- Advantage on attacks against targets or objects at least 50% underwater

- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):

- **Single Bite** (cost 1)

- **Submerge or Breach Surface** (cost 2)

- **Spit Elemental Water** (cost 2) 1D6 + 1D12 elemental

- **Save Any Fail** take 10 damage (cost 3)

ANIMALS

There are countless types of animals in Oz (but only one duck). Use the provided stat block that best fits the animal and tweak accordingly. While these are generalized numbers, each animal is unique and all lifestyles are embraced. Some talk, others hate conversation. Some wear clothes, others find it humiliating. Whether or not humans and animals eat each other is up to the GM and, honestly, opens up a whole can of worms. Perhaps a pescatarian, vegetarian, or vegan diet is just the way of life in Oz.

ANIMALS (LARGE, CARNIVORES)

HD 6 HP 46 ARMOR 13

SPEED 30'

SAVE +5, +2, 0

Resistance Fear (when close to another carnivore)

ATTACK

- **Bite** 1D6+5 and **Claw** (2 attacks) each 1D8+5

- **Pounce** 1D8+2 plus additional 1D4 for every 5' it moves this round before it attacks (up to 3D4), save or fall prone

SPECIAL

- Advantage on attacks if another carnivore is within 10'

- Advantage on hearing and smelling-based checks



ANIMALS (LARGE, HERBIVORES)

HD 6 HP 50 ARMOR 13

SPEED 30'

SAVE +4, +3, 0

Weakness Confusion

ATTACK

- **Bite** 1D4

- **Trample** 2D6+4

- **Ram** 1D6+3 plus additional 1D4 for every 5' it moves this round before it attacks (up to 6D4), save or be thrown back 30'

SPECIAL

- Advantage on fleeing if another herbivore is within 10'

- Advantage on hearing and smelling-based checks



ANIMALS (SMALL)

HD 2 HP 5 ARMOR 8

SPEED 40'

SAVE +3, 0, -1

Immunity One status effect/condition (see SPECIAL)

Weakness Fear

ATTACK

- **Bite** (2 attacks) each 1D4

- **Scratch** 1D4

- **Summon Swarm** Same species (once/day)

SPECIAL

- Attacks ignore unnatural/non-magic armor (if unsure, assume target Armor is 10)

- Advantage on stealth and hiding

- Can exist in the same space as other creatures

- Each animal species is immune to one type of status effect/condition



ANIMALS (MEDIUM)

HD 3 HP 18 ARMOR 12

SPEED 30'

SAVE +3, +1, -1

Resistance Fear (when near another animal)

Weakness Confusion

ATTACK

- **Bite** 1D4+3

- **Melee Attack** (2 attacks) each 1D4+1

- **Pounce/Ram** 1D6+3 plus additional 1D4 for every 5' it moves this round before it attacks (up to 3D4), save or be knocked prone (pounce) or thrown back 10' (ram)

SPECIAL

- Advantage on attacks and fleeing if another animal of the same species is within 10'

- Advantage on hearing and smelling-based checks



ANIMALS (SMALL SWARM)

HD 2 / Pool HP 5 / Pool ARMOR 10

SPEED 40'

SAVE X+3, X+1, X

Immunity Conditions affecting a single target. One status effect/condition (see SPECIAL)

Weakness Slashing, Piercing damage

Weakness Area-effect magic, Fear

ATTACK

- **Bite** XD+X

- **Coat Save** (DC12+X) or be immobilized, can save every round

- **Move Target** Once costed, up to 30'

SPECIAL

- **POOLS**

- X equals number of pools (maximum 10, minimum 1)

- Can combine or divide pools as a reaction (once/round)

- Damage or healing to one pool doesn't carry over to the next pool

- Loss of one pool is permanent and reduces the value of X

- Can exist in the same space with other creatures

- Each animal species is immune to one type of status effect/condition

DOROTHY GALE & TOTO

DOTTY • HERO OF OZ

There are many debates over who is more famous in the Wondrous Land of Oz: Princess Ozma or Dorothy Gale. The latter is responsible for vanquishing two witches in just a few days and this was without any magic at all. Sure, she had the Slippers, but she didn't know their potential until after the hard work was done. She's nothing if not resourceful.

Dorothy has had countless adventures in Oz and her time in this magical land has left its mark. Neither she nor her dog have aged much and she's established a reputation as someone to find when there's a problem to solve. Whether it's trouble at the Emerald Citadel, a district-wide mystery, or a conflict in an outer region, Dorothy and Toto are on the case.

"Oh Toto, I hope we can help these kind folks with their troubles!"

PERSONALITY TRAITS

- Kind and gentle
- Unwaveringly optimistic
- Excellent listener
- Empathetic and compassionate
- Easily makes friends
- Wants to help as many Ozians as possible

IDEALS

- Family: any place can be a home if it's built and filled with love

BONDS

- Respects Ozma, Glinda, and Loqania
- Fearful of Vendella
- Loves Scarecrow, Tin Woodman, Cowardly Lion, Billina, Tik-Tok, Jack Pumpkinhead, Hungry Tiger, Patchwork Girl, and Shaggy Man
- Friends with Cap'n Bill and Button-Bright
- Thinks Oscar Diggs is mostly harmless
- Polite with Polychrome

FLAWS

- Unwilling to accept failure

OTHER PROFICIENCIES

- Very good luck and often stumbles into the solution
- Knows something about almost everything in Oz

WICKED & WONDERFUL LEADER

- Gentle
- Inquisitive
- Reliable
- Not Ozian



HD 8 (Dorothy), 3 (Toto) HP 50, 15
ARMOR 12, 10
SPEED 30'
SAVE +5, +3, +1

Resistance Mind-altering spells. Saves against magic

ATTACK

Dorothy: 1 attack

- **Discover Weakness** Knows a target's weakness or grants advantage for one type of attack (magic, arrows, cold, etc.) against the target for the remainder of encounter
- **Shaming Smack** 1D4-1 and disadvantage on attacks for 1 round
- **Call for help** Once (Roll 1D8: 1/2: no help, 3/4: 1D6 Civilians, 5/6: 1D6 Watcherfolk, 7/8: 1D6 Large Animals)
- **Environmental Danger** Causes 200 total damage against single target or multiple targets (building collapses, trees fall, etc. once/month)
- Toto: 1 attack**
- **Bite** 1D4
- **Discover Secret** Find trap door, see the invisible, sniff out poison, etc. (Dorothy immediately understands)

SPECIAL

- Attacks against Dorothy and Toto roll at disadvantage
- Dorothy rerolls any dice if the result is 1
- Advantage on any checks a detective would use

DOUGHANS

Sentient baked goods. Doughans come in all shapes and sizes, from muffin to naan, gingerbread to sourdough. Frosting or glazing denotes status and is a quick way to assess a Doughan's wealth. Known as bakers, chefs, and cooks, but some use this as a cover for thievery. No one would suspect the unassuming catering company of lavens.

NAMES

Lavish, Panettone, Shortcrust, Galette, Sour Sue, Llonguer, Crumbs, Roti, Crusty Tom, Choux

For civilian Doughans, see CIVILIANS (pg. 21)

DOUGHANS (THIEVES)

HD 7 HP 40 ARMOR 10, 14 (Glazed)
SPEED 40'
SAVE +6, +3, 0
Resistance Falling damage

ATTACK

- **Dagger** 1D4+6
- **Throwing Knife** (2 attacks, once unless knives are recovered) each 1D4+6
- **Smoke Bomb** 30' radius, no visibility and save or take 1D8 poison damage

SPECIAL

- One successful fire-based attack melts glazing and lowers Armor to 10
- Advantage on all thieving-based rolls
- Triple advantage on thieving or attacks (including damage) if target isn't focused on them
- Can flee a conflict without provoking attack



DRAGONS

The oldest and first creatures in all of Oz. Live underground and only surface once every 100 years to feed. Passive and unconcerned with most events due to their nearly indestructible hides. They fear Choggenmuggers as their teeth and claws easily pierce a Dragon's hide. Upon death a Dragon speaks only the truth.

HD 15 HP 200 ARMOR 18
SPEED 40' (Any rock surface, Burrow, Swim)

SAVE +9, +6, +2

Immunity Earth magic

Resistance Non-magic/non-radium weapons

Weakness Radium weapons, Choggenmugger teeth/claws

ATTACK

- **Bite** 3D10+9 plus 2D12 fire and Slam 2D10+9
- **Claw** (5 attacks) each 3D8+6
- **Stomp** 60' radius, 1D6 cracks appear in the ground, save or fall prone and fall into 20' deep crack if fall by more than 10
- **Breath Fire** 50' cone (5D12 damage or save for half)
- **Tail Sweep** 360' spin, save or take 6D12 damage and be thrown back 60'

SPECIAL

STONE SENSE

Can sense any movement on the same natural rock surface in 500' radius

- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
- **Single Claw** (cost 1)
- **Move** (cost 1) 30'
- **Burrow** (cost 2) 30', Doesn't provoke attack and leaves no trace behind
- **Flaming Spit** (cost 2) 3D6
- **Save Any Fail** take 10 damage (cost 3)

VARIANTS

Evolution is a known occurrence in the long history of Dragons. There are a number of well-documented phenomena and, in rare cases, multiple mutations.

- **ALBINO** No pigment, completely blind, weak to sound magic but can't be deceived
- **FLYING** Winged but can't swim
- **SCALELESS** Armor is 12 and no resistances, speed is doubled
- **TWO-HEADED** Double the breath and bite attacks, susceptible to confusion
- **VEGETARIAN** Only eats mushrooms and gemstones, poison damage instead of fire
- **WATER-BREATHING** Can only swim and can't breathe air, breath boils water for a moment, weak against electricity

DRAGONETTES

Young Dragons. Lean with glowing eyes. More restless than their elders and occasionally break tradition and surface before the 100 years of fasting are up. Playful and inquisitive but rarely turn down a chance to eat. Upon death a Dragonette reveals a secret only they know.

HD 11 HP 90 ARMOR 15
SPEED 40' (Any rock surface, Burrow, Swim)

SAVE +6, +4, 0

Immunity Earth magic

Resistance Non-magic/non-radium weapons

Weakness Radium weapons, Choggenmugger teeth/claws

ATTACK

- **Bite** 1D10+6 plus 1D12 fire and Slam 1D10+6
- **Claw** (2 attacks) each 1D10+6
- **Glare** Save or be paralyzed for as long as the Dragonette is watching (can save every other round)
- **Breath Fire** 30' cone (3D12 damage or save for half)
- **Tail Whip** 20' reach 2D12 damage and be thrown back 20'

SPECIAL

STONE SENSE

Can sense any movement on the same natural rock surface in 250' radius

- Gets 3 points per round to spend at the end of an enemy's turn (1 action per turn):
- **Single Claw** (cost 1)
- **Move** (cost 1) 30'
- **Burrow** (cost 2) 30', Doesn't provoke attack and leaves no trace behind
- **Flaming Spit** (cost 2) 2D6
- **Save Any Fail** take 10 damage (cost 3)

VARIANTS

Evolution is a known occurrence in the long history of Dragons. The following are just a few of recorded mutations.

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E1 The Emerald Citadel

Both an icon and a public office, the Emerald Citadel acts as a political and social hub for the four districts of Oz.



If Oz were an heirloom ring then the Emerald Citadel would shine as its brilliant center stone. And all thanks to Oscar Diggs. He was the one that had the marble structure covered in Emerald. Now, with Ozma returned to her throne, the Citadel acts as both her home and political office.

Representatives from all four districts work out of the offices with the intention of creating a harmonious land. When everyone is willing to cooperate, great things can happen!

The building also offers many public areas for the community to enjoy while wearing the complimentary green glass spectacles.

SECRETS

- Water of Oblivion (water from the Forbidden Fountain) wipes the memory of anyone who drinks it

FIRST IMPRESSIONS

- Vibrant grass surrounds a green wall
- Shimmering emerald spires loom over faceted domed structures
- Folks wearing green glass spectacles

A. OUTER WALL

- 60' tall and 10' thick
- Gatehouses in cardinal directions have a bell to summon attendant
- Complimentary green glass spectacles provided on entry

B. SECURITY

- Alert and friendly staff
- Routine checks and sweeps
- Holding cell with radium bars

C. DISTRICT TOWERS

- Each corner blends two districts:
 - NW: Winkie / Gillikin
 - NE: Gillikin / Munchkin
 - SE: Munchkin / Quadling
 - SW: Quadling / Winkie
- 1F: Offices & cubicles
- 2F: Observation deck
- 3F: Private offices
- 4F: 2 apartments
- Each apartment has bedroom, sitting room, and lavatory
- Accessible by stairs and elevator

D. GRAND HALL

- Lavish seating and artwork on wall
- Mounted Gump head chats with visitors and knows many secrets

E. THRONE ROOM

- Heavily guarded
- Banners hang from marble columns
- Four-tiered dais with throne
- Secret switches trigger fireball traps that erupt from the floor

F. PUBLIC GREENS

- Faceted dome roof
- Used for croquet, quoits, etc.

G. PUBLIC GARDENS

- Faceted dome roof
- Stone path and koi pond
- Plants include Zig Zag Cactus, Dolphin Succulents, Goldfish Plant, Zygoteplum Orchids, etc.

H. PRIVATE VIVARIUM

- Faceted dome roof
- Locked and guarded
- Plants include Six-Leafed Clover, Jewel Orchids, Blue Oranges, Lucky Heart Succulents, Ancient Olive Trees, etc.
- Fake Forbidden Fountain: clear warning signs that anyone drinking the Water of Oblivion will lose their memory

I. OZMA'S TOWER

- 1F: Receptionist
- 2F: Security
- 3F: Meeting room
- 4F: 2 apartments
- 5F: Security
- 6F: Ozma's study
- 7F: Ozma's library
- 8F: Ozma's quarters (spa, bedroom with talking blue bearskin rug, office with desk and self-writing quill, secret safe)

J. CAFÉ & KITCHEN

- Varied menu and friendly staff

K. GALLERY

- Rotating exhibit of Ozian artists

L. CLERICAL STORAGE

- Stores documents used by the District staff
- Lots of classified and restricted material

M. DISTRICT STORAGE

- One for each District
- Warehouse-sized and dimly lit
- Rows of shelving with documents, confiscated objects, etc.

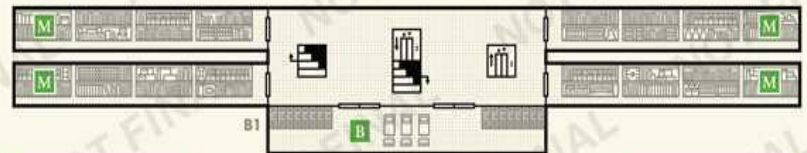
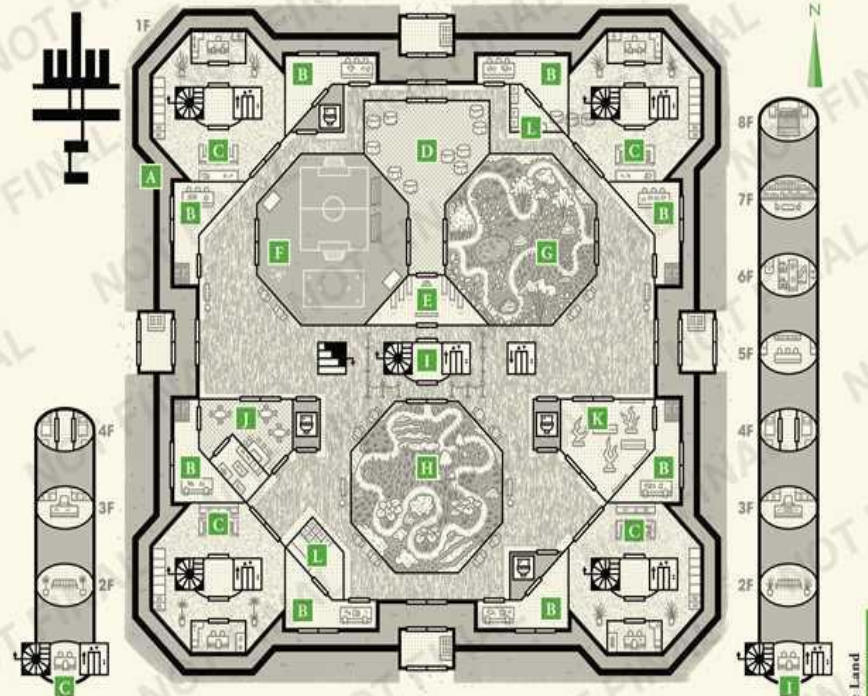
N. ARCHIVES

- Magically warded so no air can get in and damage the documents

O. FORBIDDEN FOUNTAIN

- Radium gate and lock
- Spouts the Water of Oblivion (see SECRETS)

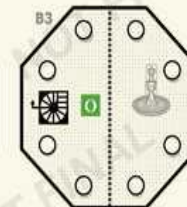
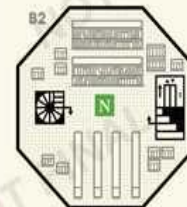
E1 The Emerald Citadel



THE CITADEL

- Ozma will only grant an audience to those with TOTO: 5 in at least one area within each District or TOTO: 9 in one area

- Permanent blindness from the emerald architecture occurs after 3D6 minutes of exposure unless wearing green glass spectacles



GENERAL

- Carpeted floors muffle sound in hallways, tile everywhere else
- Gemstone lighting hangs from tall, vaulted ceilings
- Large old paintings hang on emerald and wood walls
- Arched doorways and stained-glass doors

Close to Home Classics

25 Years of the Best of *Close to Home*



by John McPherson

Close to Home Classics

John McPherson

9781449489335

On Sale: 09/27/22, \$19.99

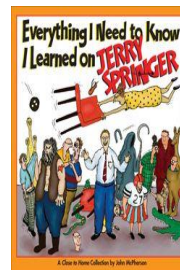
AMP Adult

Paperback, 8.500 x 10.875

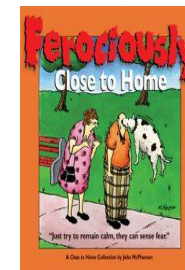
First Print: 15,000

Author Residence: Saratoga Springs, NY

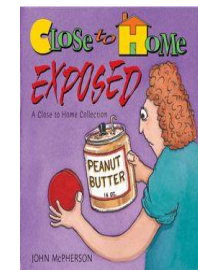
This special anthology celebrates three decades of John McPherson's quick-witted and zany characters, whose unconventional and twisted humor make *Close to Home* one of the funniest cartoons in the comics world!



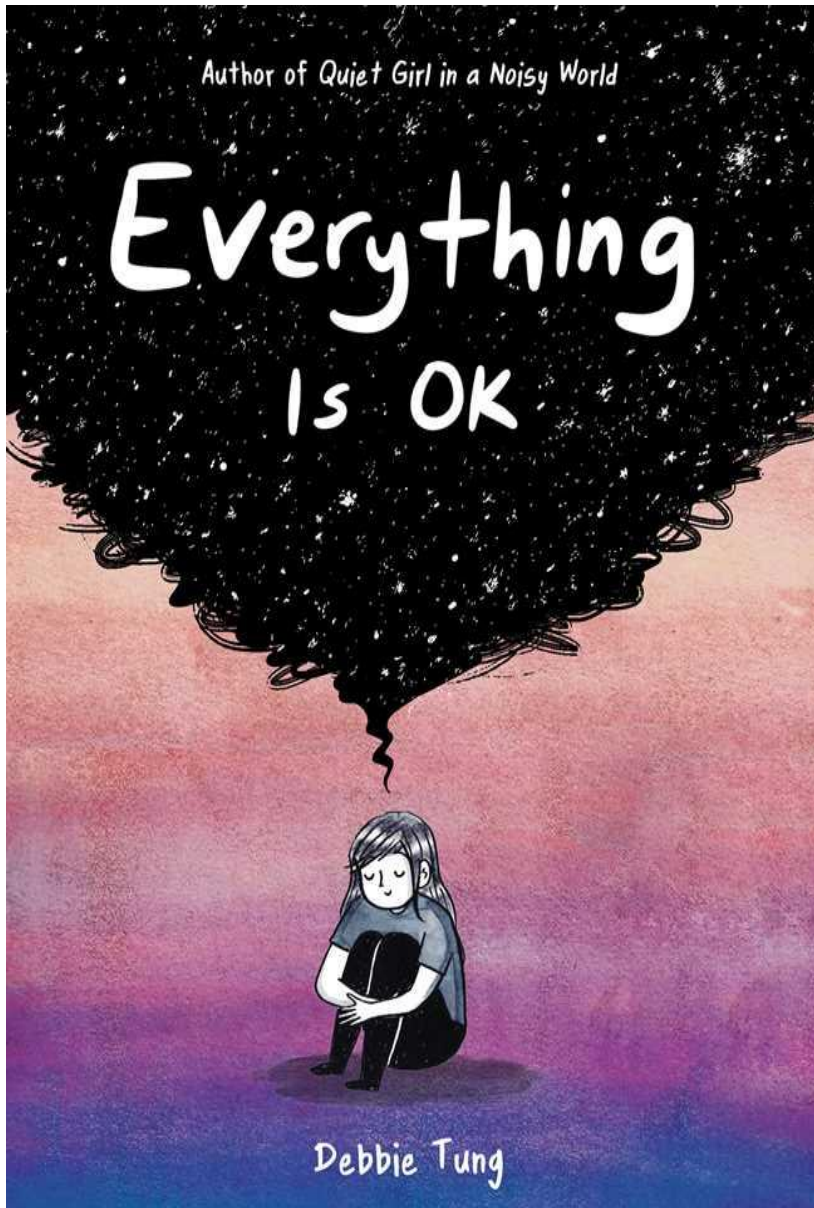
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Everything I Need to Know I Learned on Jerry Springer
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Everything Is OK

Debbie Tung

9781524863272

On Sale: 09/06/22, \$16.99

AMP Adult

Paperback, 6.5 x 8.0

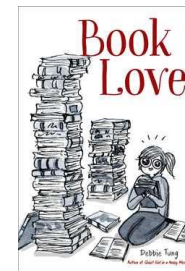
First Print: 20,000

Author Residence: Birmingham,

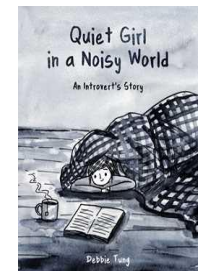
From the bestselling author of *Quiet Girl in a Noisy World* comes a gently humorous and poignant collection of comics about anxiety and depression—because sometimes even the simple things like getting out of bed every day feel like an uphill battle.



9781524850661
Happily Ever After &
Everything In
Between
On Sale: 06/02/20
Hardcover, \$14.99



9781449494285
Book Love
On Sale: 01/01/19
Hardcover, \$14.99



9781449486068
Quiet Girl in a Noisy
World
On Sale: 11/07/17
Paperback, \$14.99

I feel so lost
and overwhelmed.



Everything is
falling apart.







Ugh... I think I said something really weird
at that meeting today...

I shouldn't have cancelled dinner with my friends.

I've probably hurt their feelings with
that lame excuse I gave.



They're all going to leave me eventually.



I should call my parents.

I forgot to call them back
last week... and the week
before that.



I meant to help my dad buy something he
needed online.

I wonder if they're proud of me.

I'm the worst
daughter ever.





Full of Myself

Siobhán Gallagher

9781524867683

On Sale: 09/13/22, \$16.99

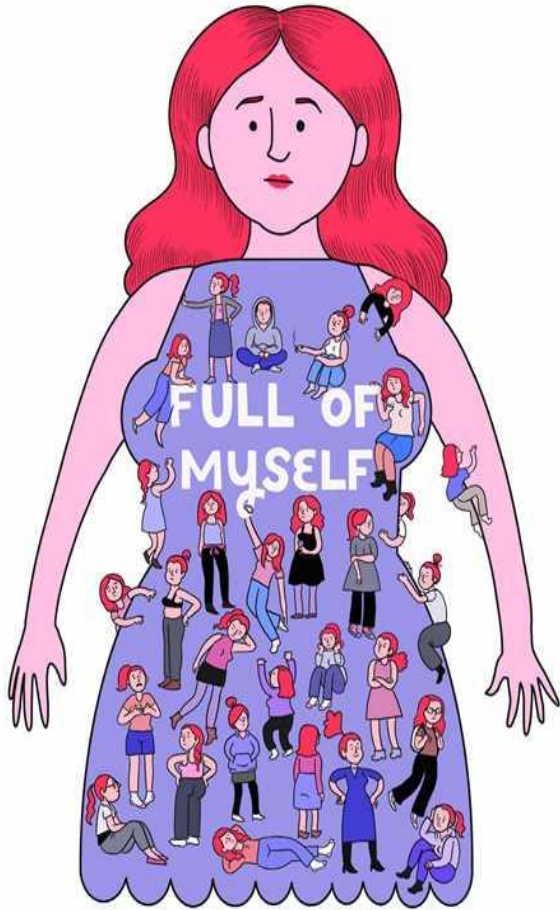
AMP Adult

Hardcover,

First Print: 20,000

Author Residence: Kansas City, MO

Author and illustrator Siobhán Gallagher's humorous and heartfelt graphic memoir about her journey from being the anxious and unhappy "funny fat friend" to learning to love herself along with all her imperfections.



A GRAPHIC MEMOIR

BY SIOBHÁN GALLAGHER

Reading old diaries from high school
is a strange experience.



I want to rub her
shoulders and tell her:



(Though I realize present-me
needs to hear that too.)

Every inch of my bedroom walls were covered with magazine cut outs, drawings, song lyrics, posters, photocopies from art books, and images I'd find on Live Journal. It was important to me to surround myself with things that made me feel like it was a place of my own.

There's something special about teenage girls' bedrooms - almost magical. It's a space of one's own, with its own secrets.

YOU KNOW WHERE THE SECRET NAMES ARE WRITTEN ON WHICH CLOSET BASEBOARD...

...WHERE THE OLD NAIL POLISH STAINS ARE HIDDEN...

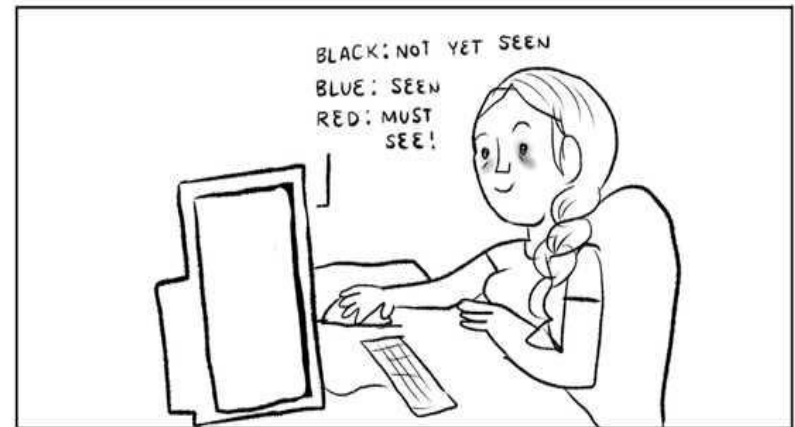
WHERE OLD TAPE GOOP ON THE WALL NEEDS TO BE COVERED UP BY A ROTATING DISPLAY OF "POSTERS" (SONG LYRICS PRINTED OUT FROM THE INTERNET)...



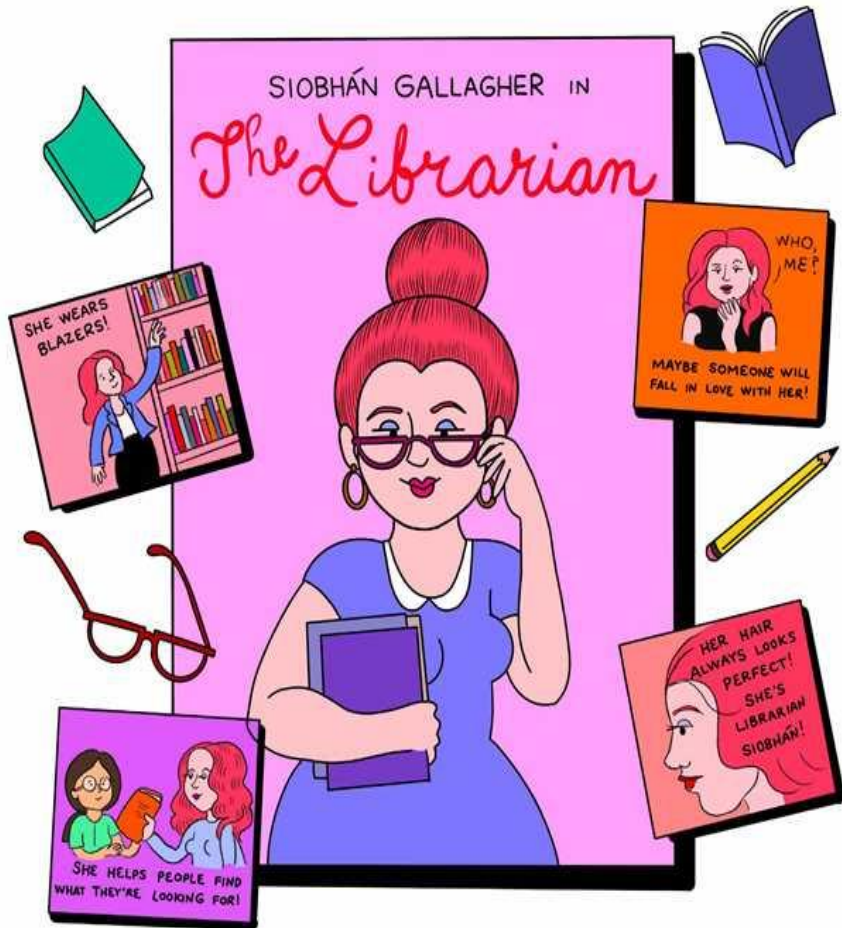
My favorite pastime was staying up late admiring Gilda Radner on SNL episodes from the '70s and making my way through AFI's list of top 100 (at least the DVDs I could find at Blockbuster)...



So that I could excitedly update my color-coded Word doc of which movies I've seen on the family computer.



I liked being a librarian because it gave me a role to play in the narrative of my life. To such a bored kid, being a librarian helped play into my imaginary life. I fantasized about being scholarly and dainty, bound to become everyone's favorite book girl!

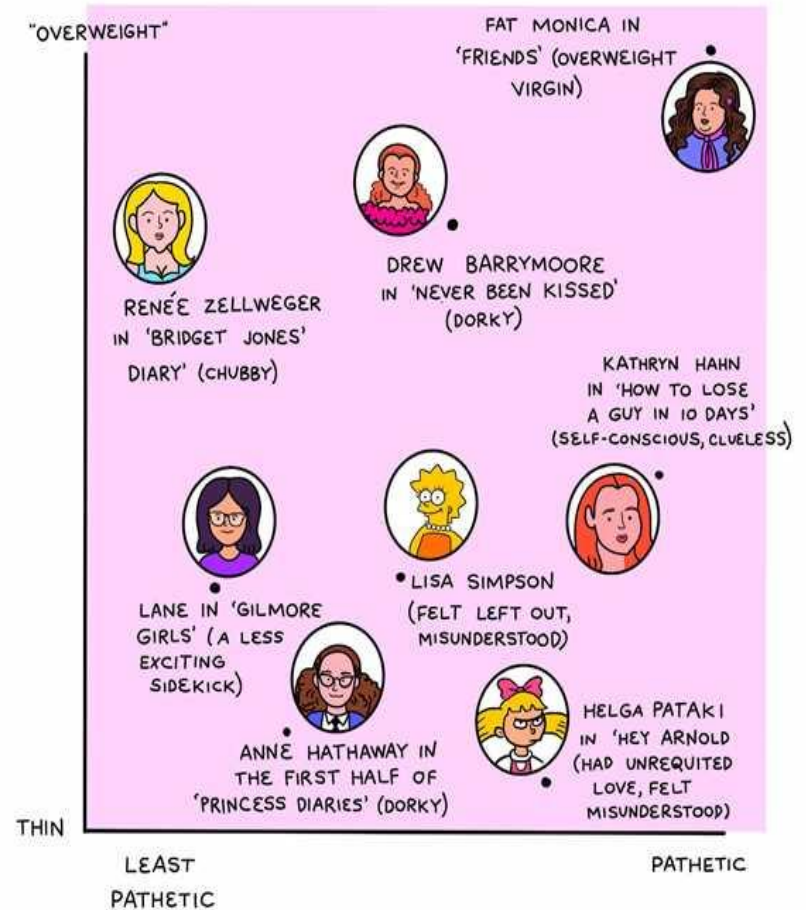


Over the two summers I spent working at the library, I had the fortune of being confused for a pregnant woman, not once but twice! You know, a teenage girl's worst nightmare!



I stopped wearing empire waist sundresses after that.

THE FICTIONAL CHARACTERS I RELATED TO MOST:



Skip to the Fun Parts

Dana Jeri Maier

9781524871611

On Sale: 10/25/22, \$16.99

AMP Adult

Paperback,

First Print: 25,000

Author Residence: Washington, DC

A book about creativity for anyone who's ever looked at a blank sheet of paper and felt bad.

PENS AND PAPER

PART 1: PENS

A writing tool has one important job, and that is to make you enjoy *the act* of putting pen to paper, if not necessarily the end result. A good pen inspires you to doodle. I discovered my new favorite pen from my buddy Eric, a professional cartoonist and inker who gets paid to draw actual Superman comics. It costs \$3.30 and comes in a sealed plastic wrapper covered with Japanese text, which is very satisfying to open.

Granted, a pen is a very personal choice. I know artists who use Sharpies and I want to immediately go on Jetpens.com and buy them a sampler pack. (*Sharpies! The tool of choice of Donald fucking Trump! The tool you are supposed to use for labeling moving boxes!*) But I can't because someone else's favorite pen is none of my or anyone else's business. I refuse to pen shame.

That said, I respect artists who are snobs about their tools. At a cartoon residency I went to, the inking instructor, a brilliant draftsman, would only allow us to use Windsor & Newton or Escoda Kolinsky sables, a high-quality brush favored by most professionals. There was a strict "no brush pen" policy in the class, which were (still are) one of my standbys. I will never forget the look of disdain on her face when I held up my Pentel pocket brush pen asked her if she thought this particular brand was an exception.

There was a long, painful silence. "They're toys," she spat.

I still carry brush pens in my purse at all times, though I haven't stopped feeling a little guilty every time I use them. They're good for sketching on the Metro.

A Few Pen Options



Uni-ball

Great if you want a smooth line and to not be slowed down by your writing implement. Though sadly, all of the art I used to create with them is now turning yellow.



Bic Ballpoint

Can't get more ubiquitous than this fella. Being a fancy artist and all I don't use these too often, but whenever I do I'm always kind of charmed. Very satisfying for shading.



Pentel G-Tec-C

Why do I have this pen? Have I ever used it? Did I buy it intentionally? Does everyone have a misery pen like this?



Micron

Controversial choice in some circles—artists either love them or hate them. I used them exclusively for years in a past life, and still have a gelato container of 0.1s on my desk that I reach for occasionally, only to discover that half of them have dried up.



Sharpie Ultra Fine Point

Ugh, Sharpies. They smell, bleed, and are they even archival? Use them as God intended, for writing expiration dates on freezer bags.



Palomina Blackwing Pearl Pencil

Because sometimes it's just nice having an eraser. This is the queen of fancy pencils.

PART 2: PAPER

As with pens, this is personal, and there are a bazillion distracting options out there. One night, after the edible had kicked in, I very nearly bought a \$45 planner advertised to me on Instagram, whose selling points seemed to be paper-cut-inducingly thick paper and goal prompts that sounded as though they were written by an HR executive at Etsy (e.g. "What would you like to accomplish this week? Write down 5 things that will help you achieve your goals.") Obviously, what this company is selling is not paper per se, but the possibility of accomplishing big things, or at least, the fantasy of accomplishment ("Of course that's the reason I haven't finished my novel! The planner was all wrong."). In the cold light of morning, the sober me realized that this expensive planner was almost certainly going to go the way of the \$0.73 composition notebook I bought for the specific purpose of keeping a daily cartoon journal, which I absolutely should be doing every day. But instead, the unused notebook keeps getting buried on my desk and taunts me every time I uncover it.

Of course, one man's snake oil is another man's panacea. Thick paper is objectively pleasant, and if you have the right pen, the aforementioned act of putting pen to paper can be addictive. Maybe a thick and expensive journal gives authority to your thoughts and ambitions the way a composition notebook never could.

Me, I'm a bit of a paper slut myself. I have a legal pad on every floor of the house (you never know!), at least 5 active sketchbooks, including one titled Living Room Sketchbook, for drawings I do exclusively on the couch, Post-It Notes, graph paper packs—and that's just my cheap paper. I won't go into the Arches and Bristol, and fancy art paper that I bought in bulk and which—I learned too late—was heavily discounted for a reason.

STUFF TO WRITE ON POWER RANKINGS

① LEGAL PAD



- The preferred option for Lynda Barry, Robert Caro, Dolly Parton and other luminaries
- Big yet non-intimidating
- Hard to transport in purse

② HARD COVER JOURNAL



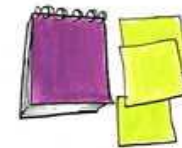
- Good for safekeeping
- Durable
- High pressure and expensive choice
- Hard to tear out pages (both emotionally and physically)

③ HOTEL STATIONERY



- Most glamorous option
- Good souvenir
- Requires staying at a hotel fancy enough to have stationery

④ WHATEVER IS IN THE SUPPLY CLOSET AT WORK



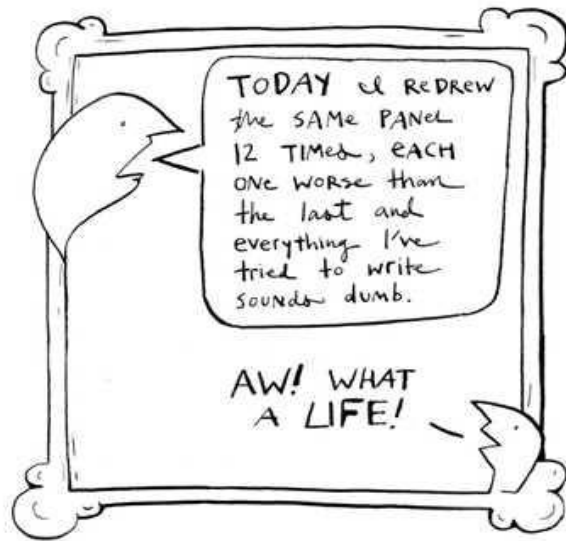
- Cheap & plentiful!
- Technically theft?

⑤ BACK of ENVELOPE



- Famously convenient!
- Your spouse might've needed that

Hey, did you get the mail?



YOUR CREATIVE
STRUGGLES will always
sound cute to other
people.

FLORIE

The books in my lap were handmade, written on folded-over printer paper and stapled together. Titles included "Mad Bamboo," "Mad Chicins," and "Fast." The dominant media appeared to be pencil and crayon. Each was written by my six-year-old second cousin, Florie. To this day it remains some of the best art I've ever seen.

Florie was a double threat, possessing the unselfconsciousness of a child with an above average drawing ability that she didn't know about yet. (Well, who knows? Maybe I shouldn't make assumptions about her self-awareness.) She lives in Vermont with her parents and older brother. I don't get to see them very often, so I was pleased when her mom, my first cousin Abby, told me that Florie had artwork to show me when I was up there visiting for a family reunion.

I don't have kids of my own, so I had to cross-reference Florie's drawings with those of other six-year-olds, as well as the drawings I'd done myself at that age, to evaluate them. I don't think I'm being competitive or an overly proud auntie when I say her work was better than other six-year-olds'. I can point to specifics. You could tell her pooping deer was a deer, not a horse—it had antlers and a white underbelly. She had moved beyond stick figures and was figuring out joints and posture, something I didn't know how to do until I was at least eight. She had attempted hands—in many cases, successfully—which even a few respected cartoonists I know go to great lengths to avoid drawing. She was even poetic, albeit unintentionally. "Cheetahs can run 70 miles per hour! Gazelles run 50 miles per hour! We oll are fast."

I know parents are used to having family members gush over their kids' art, but I felt a genuine tremor when I looked at her drawings. *I will never be six again, which means I can never draw like that again.* You can spend your whole life trying to figure out how to draw in the uninhibited way of a six-year-old; in fact, that's exactly what I have been trying to do the past ten years. Tricking yourself into doodling on the phone, or making drawings based on ink blobs, or working on smaller sheets of paper that are easier to "finish." All of it is an attempt to capture drawing as a way of expressing yourself without the self-consciousness that comes along for the ride.

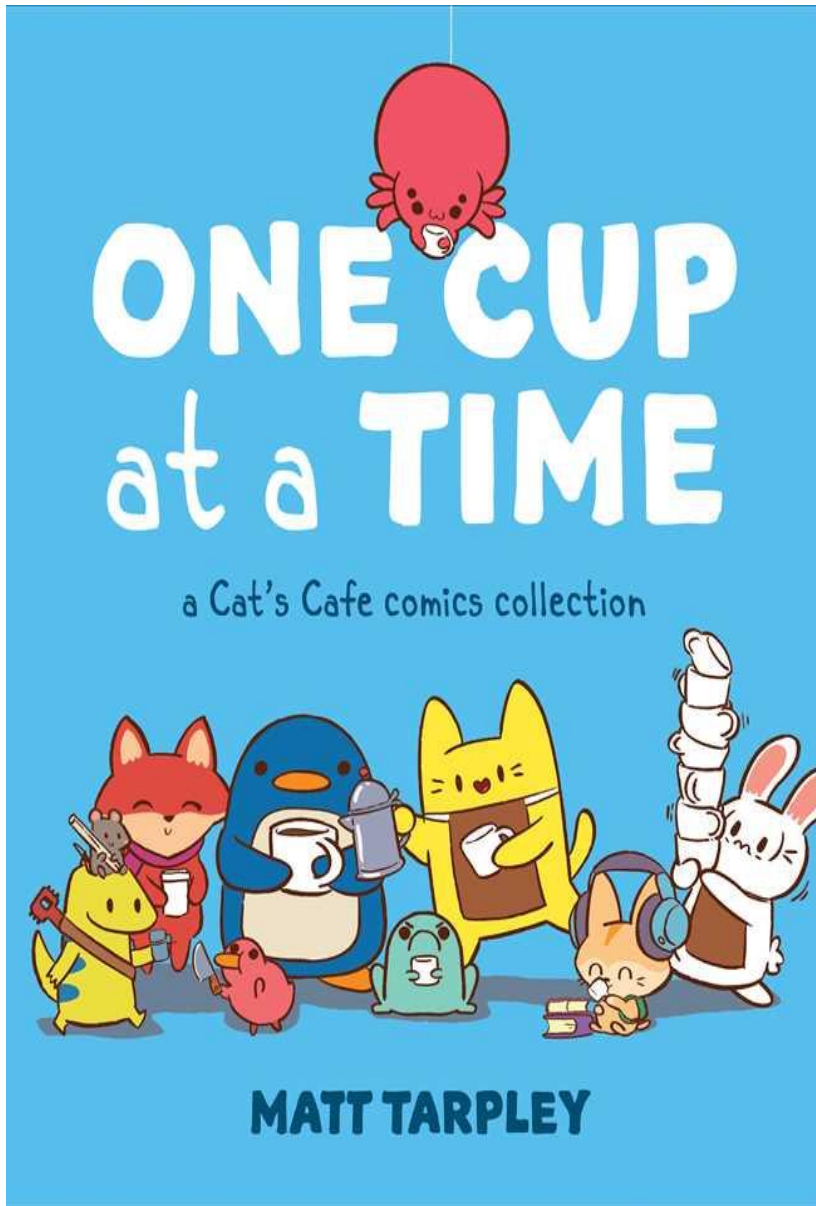
The above techniques are helpful tools to have in my back pocket, and they work maybe half of the time. But what Florie really possesses, I realized, was conviction. Young children don't have filters, after all; if they feel like expressing a thought, that's a good enough reason to do so. Unlike us grown-ups, Florie doesn't have to try to turn off sections of her brain that ask her why she's bothering to draw a stalk of bamboo sitting on an exploding toilet in the first place.

The conventional wisdom among art educators is that kids who love drawing will often abandon it when they hit middle school, as they enter the so-called "Pseudo-Naturalistic Stage." This is the point in their development when they actively strive for realism in their drawings, and see a disconnect between their skill level and what they perceive to be "good" art. They become easily demoralized; the first strains of self-doubt creep into their work.

I know it's inevitable, but I still hope that doesn't happen to Florie. I hope she realizes that when grown-ups gush over her art, they're not just being polite; she's actually talented. But I also hope that she doesn't care too much about what we say in the first place. I hope she draws forever, and that she never once stops to consider whether her work is objectively "good."

My sketches based on Florie's drawing





One Cup at a Time

Matt Tarpley

9781524872182

On Sale: 09/20/22, \$16.99

AMP Adult

Paperback, 6.5 x 8.0

First Print: 20,000

Author Residence: Bellevue, WA

Serving up another steaming hot cup of the warm and floofies, this new collection follows your favorite regulars at Cat's Cafe as well as several all-new characters as they handle the ups and downs of life with the help of their friends.



9781524855048

Cat's Cafe

On Sale: 05/26/20

Paperback, \$14.99

CELEBRATE YOUR WINS!











Jokes to Offend Men

Allison Kelley

9781524872199

On Sale: 10/25/22, \$16.99

AMP Adult

Hardcover,

First Print: 30,000

Author Residence: New York City, NY

A modern, feminist take on the classic joke book to amuse and empower women.

If a tree falls in a forest and only a woman is around to hear it, does it make a sound?

We'll never know. The male forest ranger said it was a "she said, tree said" situation.

Jokes to Offend Men

How can you tell if a woman at the office is cold?

*Three men have already told her,
"Actually, it's the perfect temperature
for productivity."*

Why was the woman told to speak up?

Because the man was never told to shut up.

What did the man say to his fraternity brother?

You're hired, bro!

Why couldn't the man do his job?

*Because he lied on his resume and no one
questioned his credentials.*

Jokes to Offend Men

Why didn't the man ask for a raise?

He didn't have to ask.

What do you call a man who just graduated with
half an internship on his resume?

Hired.

What do you call a woman with a strong resume
and gray hair?

"Not a culture fit."

Why are the men in my office like parrots?

Because they repeat everything I say, poorly.

Jokes to Offend Men

You make half as much as me but work twice as hard. You arrive one hour before me and leave one hour after. In four years, I'll be your boss. Who am I?

Chris, the CFO's son.

What did the pair of jeans say when their boss called them "sweetie"?

"That's inpantilizing"

What do you call a man who's late for a meeting?

Important!

What do you call everyone else who's late for a meeting?

Fired!

Jokes to Offend Men

Why are the men in my workplace like Jack-in-the-boxes?

Because it's only a matter of time before they interrupt me.

Knock knock.

Who's there?

Orange.

Orange who?

Orange you tired of sexist double standards at this company?

Why did the butter feel entitled to a promotion?

Because he had never been margarine-alized.

You're Home

Catana Chetwynd

9781524872281

On Sale: 10/04/22, \$14.99

AMP Adult

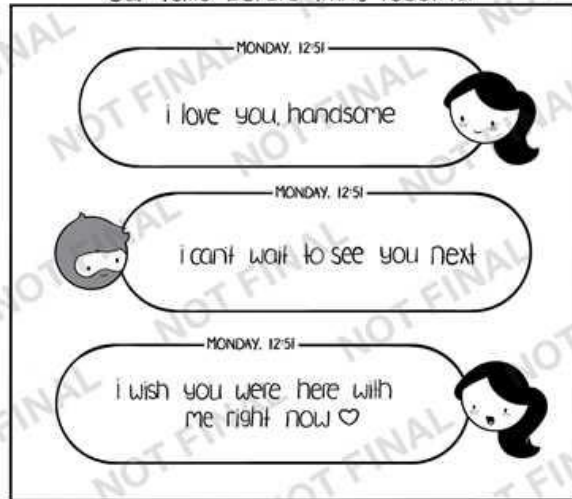
Hardcover, 5.25 x 7.25

First Print: 150,000

Author Residence: Asheville, NC

New York Times bestselling author and creator Catana Chetwynd's latest collection of comics illustrates the moments a relationship "levels up," and all the intimate, special, and amusing adventures those milestones entail.

our texts before living together



our texts after living together



us normally



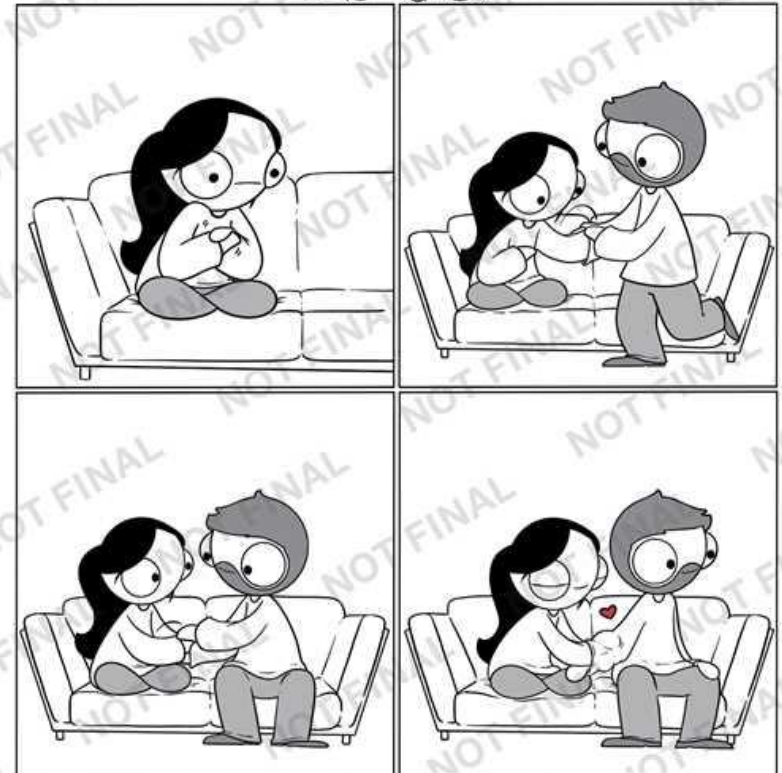
us after ordering delivery







"cold hands"





SENSORY

LIFE ON THE SPECTRUM



AN AUTISTIC COMIC ANTHOLOGY

ORGANISED AND EDITED BY SCHNUMN

Sensory

Rebecca Ollerton

9781524874766

On Sale: 09/13/22, \$19.99

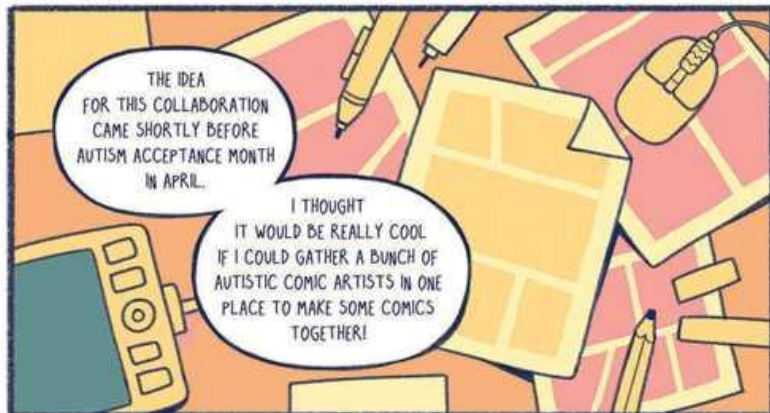
AMP Adult

Paperback, 6.0 x 9.0

First Print: 20,000

Author Residence: Oxford,

A colorful and eclectic comics anthology exploring a wide range of autistic experiences—from diagnosis journeys to finding community—from contributors with autism.



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Oh!!
Is it my
turn now?

Nice!

I was
diagnosed
with autism
in 2017.

TEA, 26
SHE/HER
AUTISM
DYSPRAXIA



When I found out, I hoped I'd be able to find practical advice for all the things I struggled with.

But the advice I found... was usually intended for allistic* parents, teachers, or employers.



Help your
child focus
in class by

How to stop
your child
from having
meltdowns

10 reasons
to hire an
autistic pers

*non-autistic



So, after plenty of research, talking to friends, and trying things out for myself, here are...



Tips For Autistic Adult Life!

Including website resources for more information!

Sensory Overloads (part 1)

Due to masking, sensory overload in adults isn't always obvious - even to us!

You might feel snappy if someone tries to talk to you or touch you.



Maybe there was a big social event, or just a busy day.

Suddenly, there's Too Much.

Sounds all suddenly feel unbearable!



Or you might shut down and struggle to keep talking or moving.

Autistic fatigue is very real, and sensory overload, masking, and stress can all cause it.

twitter.com/TeaCups

Pressure therapy can be very soothing. This can be done with a tight hug, a weighted blanket, or with weighted plush toys!



Sound-cancelling headphones were a game changer for me! They reduce ambient noise, which is handy outside.



Ear plugs help too!

Some find that wearing sunglasses helps with visual overstimulation.

Reducing the amount of clutter and simplifying a safe space can help, too!

(Leather jacket is optional)



Distractions are a tactic, too.

This could be:

- eating a strong-tasting sweet
- touching something soft
- playing a game on your phone
- doing puzzles







As a Black woman, I've had to "code switch" my whole life, changing myself to be acceptable to white friends, teachers and colleagues.



As a child of West Indian parents, respecting my elders...

... and following instructions was valued above all else



and research on autism didn't focus on people like me, but on white boys

... To this day, researchers are debating whether to consider race when studying autism



you're autistic

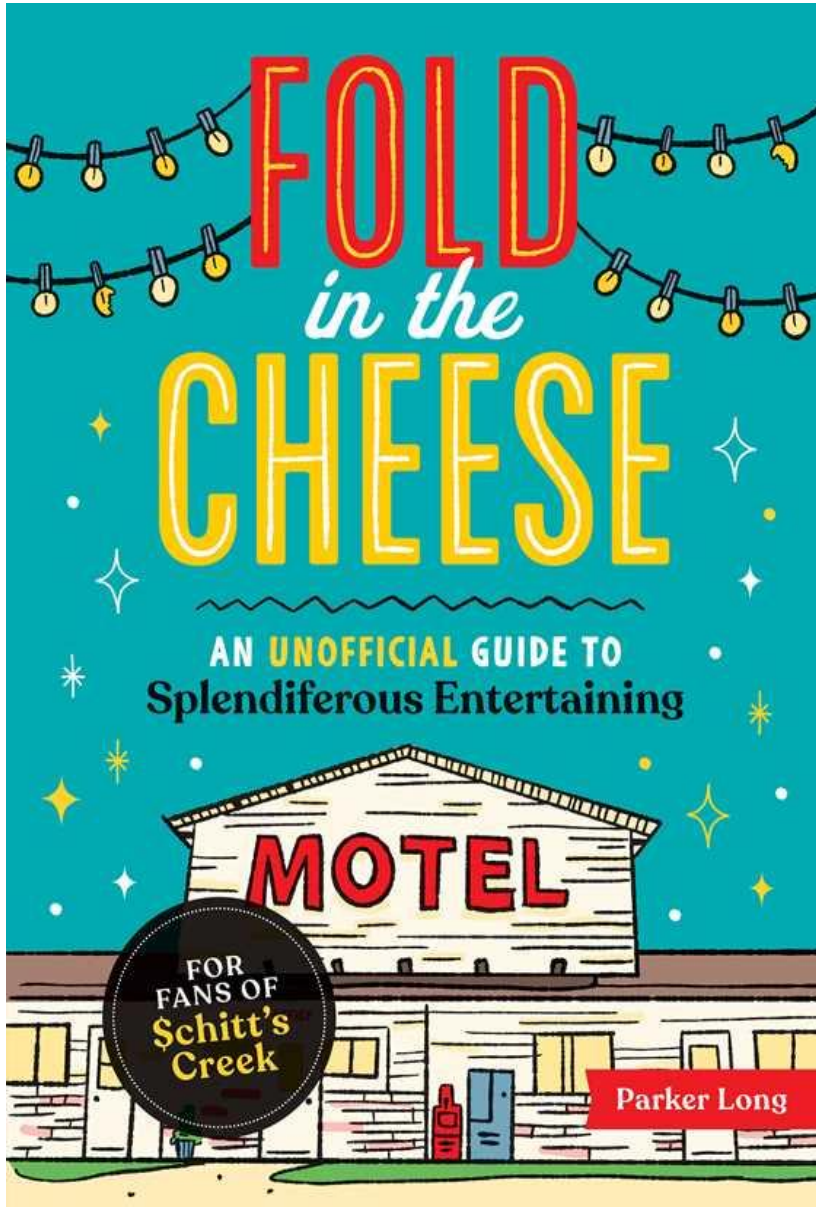
not you



It is imperative that we understand how race impacts Autism; from how our symptoms manifest, to our diagnosis and acceptance in the Autistic Community



As a result, I internalise and repress a lot of my autistic traits



Fold in the Cheese

Parker Long

9781524875312

On Sale: 09/27/22, \$19.99

AMP Adult

Paperback,

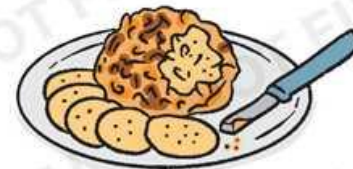
First Print: 25,000

Author Residence: Schitt's Creek,

A humorous guide that features party-planning tips, delicious recipes, and loving homages to the beloved TV comedy series, Schitt's Creek. Dine, imbibe, and be blithesome in true Rose family fashion.



Dinner **PARTIES**



Few things seem more straightforward than a gathering of friends and family over a homecooked meal. These exclusive little parties are not to be underestimated, though. The humble dinner party can serve many purposes, from getting to know new friends to settling important business matters. One thing is for sure: you'll leave the table knowing your dinner companions far better than you did when you sat down. One might even say you'll know too much. Whether you're hoping to end the party with a signed contract, a slapped face, or a rousing game of *Headbandz*, you'll need to give the evening and its events some serious thought.

➤ HOSTING AN EVENING

Hosting a dinner party is far more perilous an endeavor than attending one. You'll need to navigate such emotional landmines as secret crushes, troubled relationships, inappropriate remarks, and lactose intolerance. One thing that can help avoid any upsets is being very clear with guests about your intentions for the evening.

Like, telling them how many people you've actually invited.

As long as you plan the evening thoughtfully, keep topics of conversation light, and help everyone set reasonable expectations, you should be... fine.



Keep an Eye on the Exits

Always have an elegant excuse to leave at the ready when dining with others. You could feign a migraine or pick a fight with a lover, to offer two tried-and-true examples. Such excuses should generally be reserved for when you're not hosting the evening, but sometimes, you do what you have to do.

sure—take a page out of Ted's book and make everyone a handwritten place card. It's just a nice touch.

Plan the Menu Accordingly

What you serve for dinner and appetizers will set the tone for the entire evening. A frozen lasagna flown in from out of state rather than lovingly handmade might create an environment of mistrust. (Or maybe that's just

Invite Guests Thoughtfully

With such an intimate gathering, it's important to be mindful of who you invite to your dinner table. Really consider whether watching them eat will be a worthwhile trade-off for the pleasure of their company. Ask yourself whether you can achieve your goals by some other means—ones that don't involve food. And make sure you fully understand the romantic dynamics of any couples you invite. Once you're absolutely sure about your choices—like, really

Alexis and Mutt.) A cheeseball that elicits inappropriate confessions about a couple's sex life, for example, might make guests uncomfortable. But a casserole dish filled with delicious, hot, artery-clogging cheese? Now that spells dinner party success. (Warning: Do not serve a guest who is at risk for a cardiac event 10 pounds of cheese. Don't. It doesn't end well for anyone.)

Prioritize Refreshments

When you're hosting, make sure your guests have a drink in their hands by the time they sit down. Even better, hand them a glass at the door. Make assumptions about their beverage preferences. It's fine. If everyone's going to make it through this night with their sanity intact, they're going to need a stiff drink to take the edge off. As a guest, make sure you BYOB of choice. And if it doesn't make it into your glass by dinnertime, follow Moira's lead and gently remind your busy host that your house gift is there for the drinking. Now.

Eat with Decorum

As the host of the evening, it's your responsibility to set an example for the sort of behavior you hope to see from your guests. In a perfect world, that example would elevate the evening for all involved. So do not—and this cannot be emphasized enough—put your fingers in the fondue. In fact, maybe avoid finger foods altogether. There's absolutely nothing wrong with preparing food that requires the use of utensils. And then *requiring* the use of those utensils.

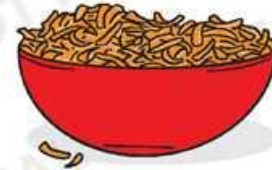


➤ BEING A COURTEOUS GUEST

When you find yourself invited into the modest home of a new acquaintance, your first instinct may be to decline. Trust that instinct. But if it becomes clear that declining is not an option, graciously accept your host's hospitality. You certainly wouldn't want to insult anyone, after all. In fact,



Family DINNERS



Even when you live together in a tiny two-room suite, a shared meal can be just what you need to bring the family together. Few things bond people like learning a new skill together while sweating over a hot stove in a borrowed kitchen. (After all, creating such a masterpiece is challenging enough without trying to do so in a kitchenette with little more than a microwave oven.) And there's no need to argue about stolen yogurt when dining on a home-cooked meal. There is such a thing as too many cooks in the kitchen, though. So, carefully choose your cooking companion and allow the others to be pleasantly surprised by a thoroughly edible dinner.

➤ CHOOSING A RECIPE

When deciding what to dine on as a family, be sure to choose a cherished family recipe like Moira and David do when they select their housekeeper's—no, *Moira's mother's*—enchiladas. No, wait. Choose an *attainable* recipe from anyone's family. Or the internet. Look for recipes with a short list of prepackaged ingredients. Things that come in cans. And unless your cooking partner is the person who perfected the dish, avoid any recipes that make your mouth water at the very thought of them. If you're anything like the Roses, what you're about to do to this recipe will surely tarnish those good memories.



➤ BEFORE YOU BEGIN

A lot of cooking is about the preparation. Set yourself up for success—or at least for avoiding abject failure—by understanding what you're getting yourself into before you actually get into it. First is making sure the recipe is appropriate for your skill level. If it's not and you choose to move forward anyway (despite a gnawing feeling of impending disaster), then ensure that you have at least a basic understanding of each instruction. And when you realize that you're completely in over your head, just wing it. What's the worst that can happen?

Choose a Helpful Assistant

When preparing a family meal, it can be helpful to have an extra pair of hands in the kitchen. Cooking is a lot for one person. When no one in the room knows how to make so much as a toaster pastry, choose the person most likely to care whether the meal is a complete disaster. You know they'll work hardest to bring the recipe to fruition (and take on the burden of actually cooking the food while you "supervise").

Read Through the Recipe

Learn from David and Moira's mistake: the first time you hear the words "fold in the cheese" should not be when you're elbow deep in an angrily bubbling roux. Read the recipe before you even go near a stove. And not just the ingredients list. The whole thing. (Although you should obviously also read through the ingredients list so you know what you need to buy at the store.) Did you understand all of it? The good news is that if your answer is "no," you still have time to do some research. Or better yet, pick a different recipe.

Do Your Research

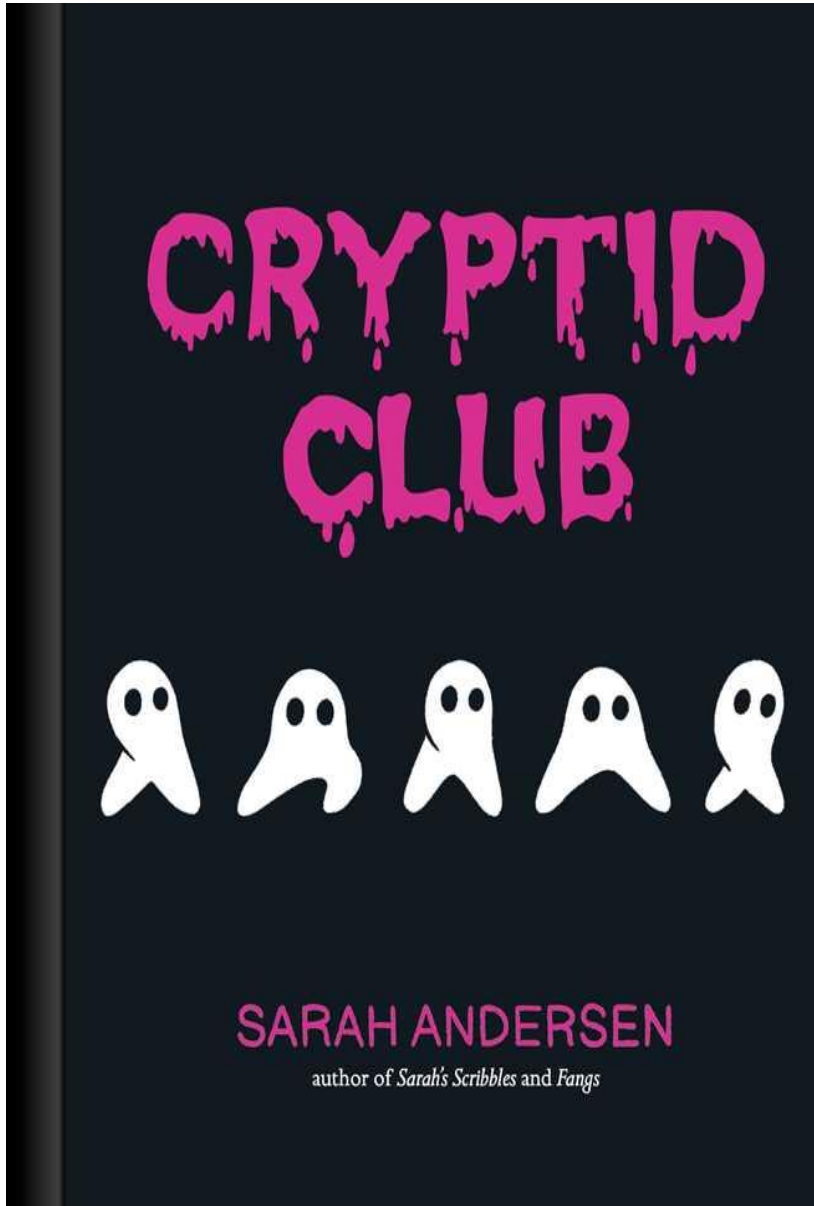
Should you both come to an impasse, it can be especially helpful for the assistant to understand how the internet works. Search for terms you don't understand and look for helpful videos of cooking techniques. Depending on how many terms are unfamiliar to you, you may want to carve out some time for this before boiling substances are involved. But it never hurts to learn something new—even if your current meal's fate is already sealed in an oven that smells like burning plastic.

➤ PREPARING THE SPACE

Cooking a real family dinner takes more than a microwave oven and one square foot of counterspace. For something this ambitious, you're going to need to sweet-talk your way into a kitchen with pots and pans. And a working stove. The owner of that kitchen might be a little hesitant about allowing amateur cooks unfettered access to appliances with open flames, but don't take no for an answer. You can do this. (Whether you can do it without covering every surface in bechamel, however, may be asking too much.)

Know Your Limitations

Recreating a beloved meal is a worthy endeavor. And with such delightful results, it can be tempting to schedule such a feat weekly. But there is no shame in leaving meal preparation to the professionals when you realize it's not for you. You're good at many things. You don't have to be good at everything.



Cryptid Club

Sarah Andersen

9781524875541

On Sale: 09/06/22, \$16.99

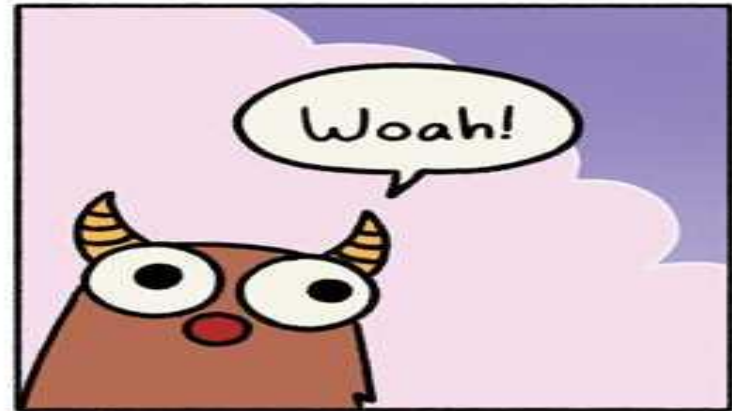
AMP Adult

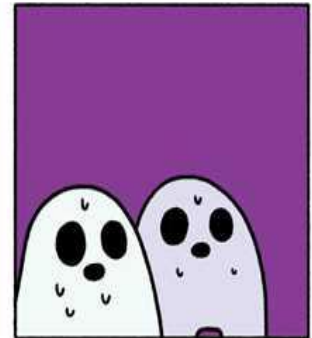
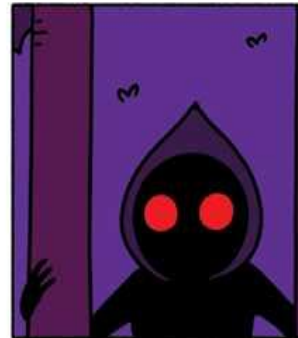
Hardcover, 6.75 x 8.25

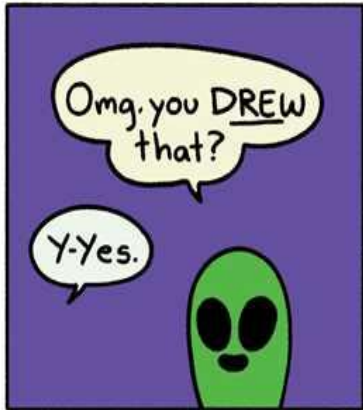
First Print: 100,000

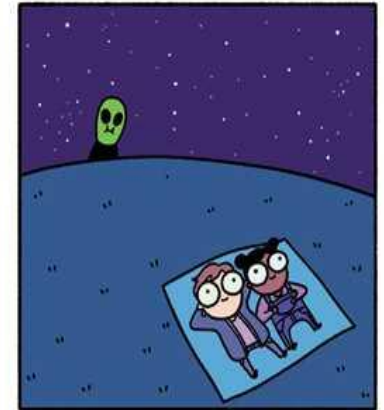
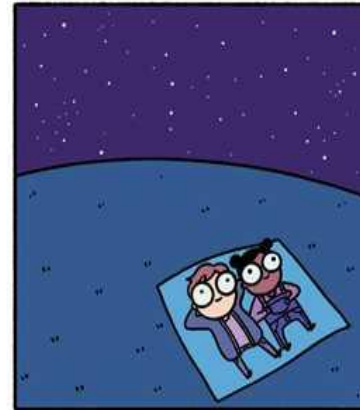
Author Residence: Portland, OR

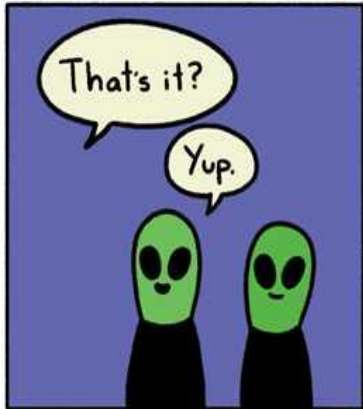
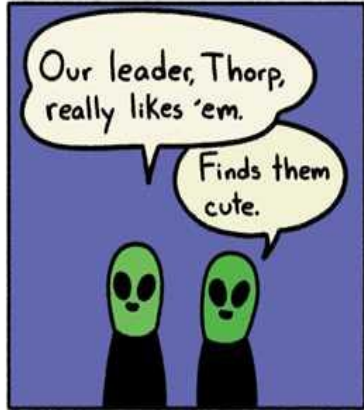
The latest from New York Times bestselling, Goodread's Choice Award-winning, Eisner Award-nominated and Ringo Award-winning author Sarah Andersen is a delightful peek into the secret social lives of some of the world's most fascinating, monstrous, and mysterious creatures.











Former Guy

G. B. Trudeau

9781524875589

On Sale: 09/13/22, \$14.99

AMP Adult

Paperback, 8.5 x 9

First Print: 30,000

Author Residence: New York, NY

The continuation of Pulitzer Prize-winning cartoonist G.B. Trudeau's bestselling Trump series, this fourth (and final?) volume chronicles Doonesbury in the time of Trumpism.



9781524859503
LEWSER!
On Sale: 07/07/20
Paperback, \$16.99



9781449489977
#SAD!
On Sale: 09/18/18
Paperback, \$16.99

Sherman's Lagoon fall 2022 collection

Jim Toomey

9781524875619

On Sale: 10/11/22, \$14.99

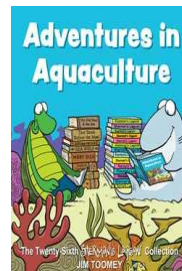
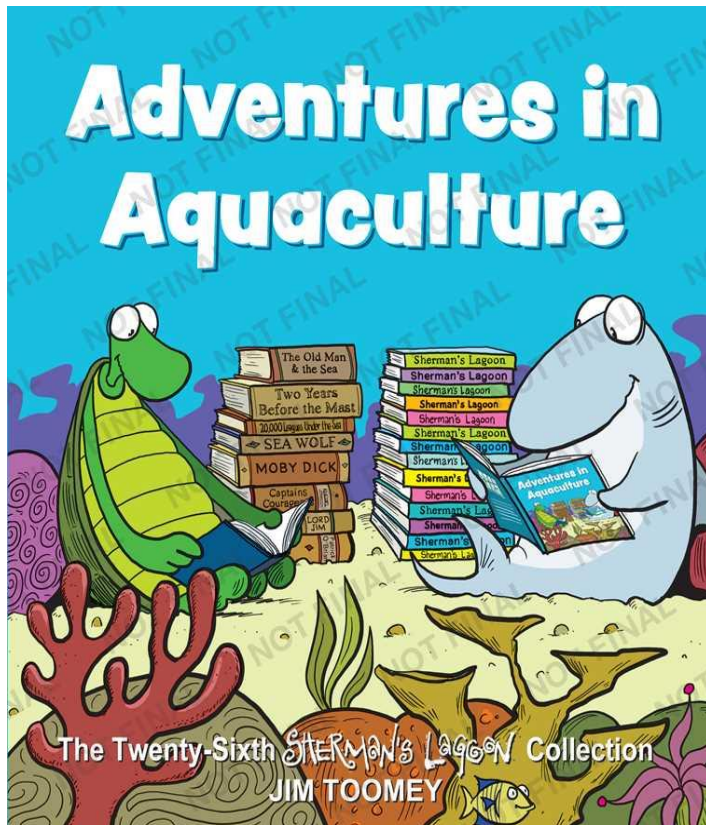
AMP Adult

Paperback, 8.500 x 9.000

First Print: 15,000

Author Residence: ANNAPOLIS, MD

Take a dive into the hilarious underwater world of Sherman's Lagoon, where humor, conflict, local politics, and pop culture all collide in an amusing maelstrom of aquatic comedy.

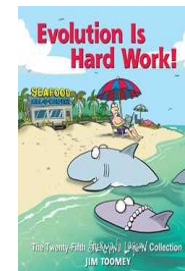


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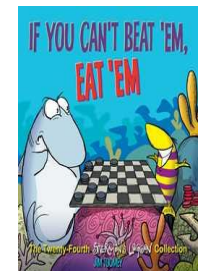


9781524860745

Evolution Is Hard
Work!

On Sale: 10/20/20

Paperback, \$14.99

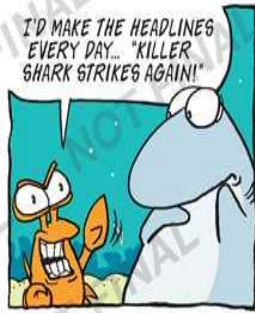


9781524851798

If You Can't Beat 'Em,
Eat 'Em

On Sale: 10/08/19

Paperback, \$14.99



STILL TRAINING DANNY THE DOGFISH TO ACT LIKE A SHARK, NOT A DOG?



WE'RE WATCHING OLD EPISODES OF "SHARK WEEK" TO SHOW HIM PROPER SHARK-LIKE BEHAVIOR.



I'D FAST-FORWARD THROUGH THE DOG FOOD COMMERCIALS.



ARE YOU MENTORING DANNY THE DOGFISH TODAY?



EVEN THOUGH HE IS TECHNICALLY A SHARK, THE DOG IN HIM IS OVERPOWERING.



ARE YOU EXCITED, DAD?



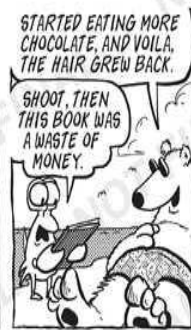
"TAKE YOUR CHILD TO WORK WEEK" IS COMING UP.

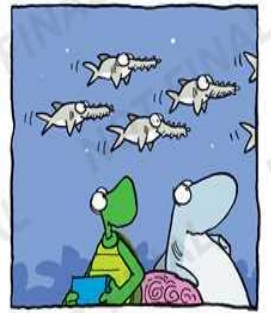
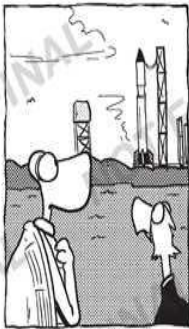
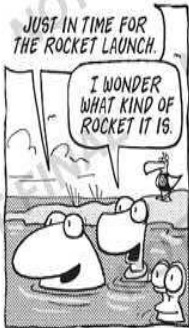


AWESOME! I CAN'T WAIT!



I'VE BEEN SAYING THAT FOR YEARS.





Bingeworthy

Jerry Scott

9781524875640

On Sale: 09/20/22, \$19.99

AMP Adult

Paperback, 10.875 x 8.5

First Print: 25,000

Author Residence: Arroyo Grande, CA

Featuring the complete Zits comics from 2020, the newest treasury by award-winning duo Jerry Scott and Jim Borgman is filled with zaniness, wit, and relatable comedic truths about being — and raising — a teenager.

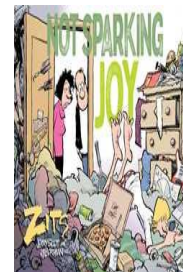


9781524852276

Screentime

On Sale: 10/06/20

Paperback, \$19.99

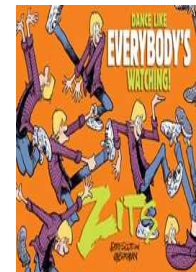


9781524851767

Not Sparking Joy

On Sale: 10/22/19

Paperback, \$18.99



9781449495114

Dance Like

Everybody's

Watching!

On Sale: 10/16/18

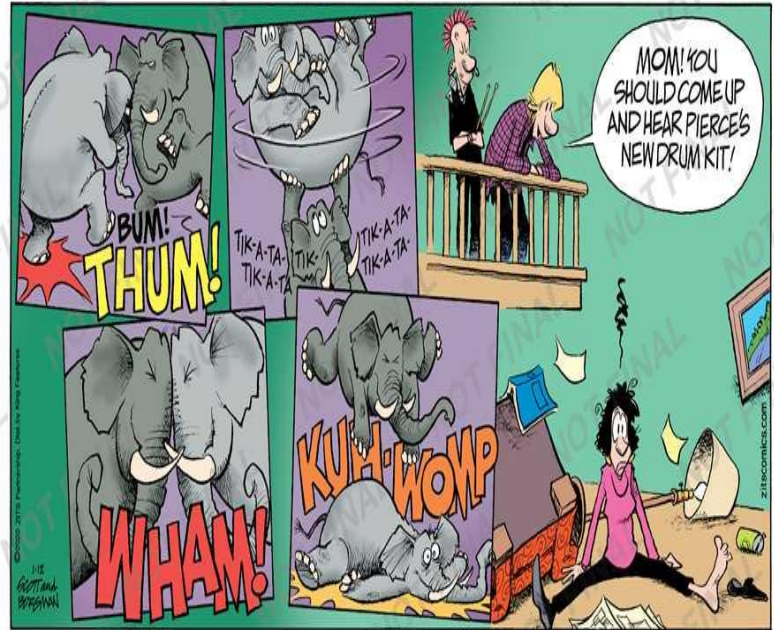
Paperback, \$18.99

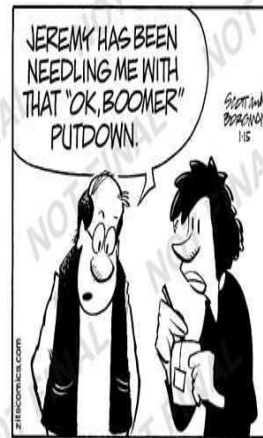


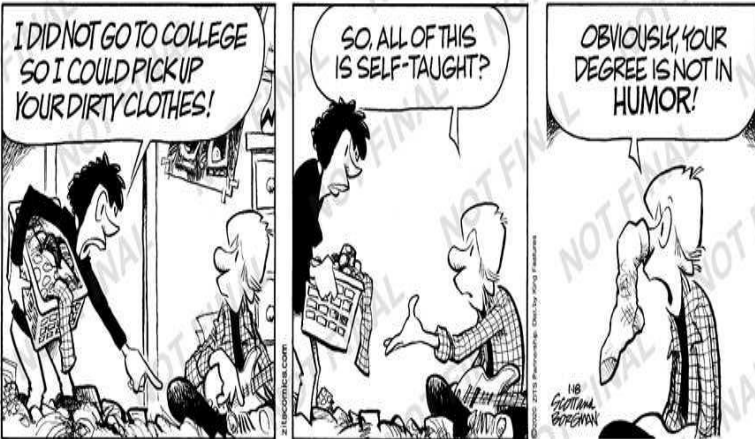


ZITS

BY JERRY SCOTT and JIM BERGMAN

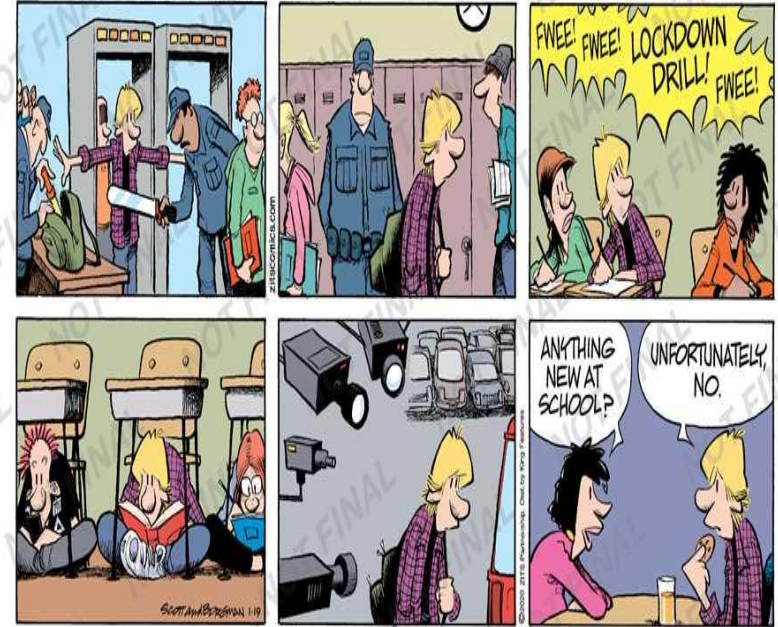


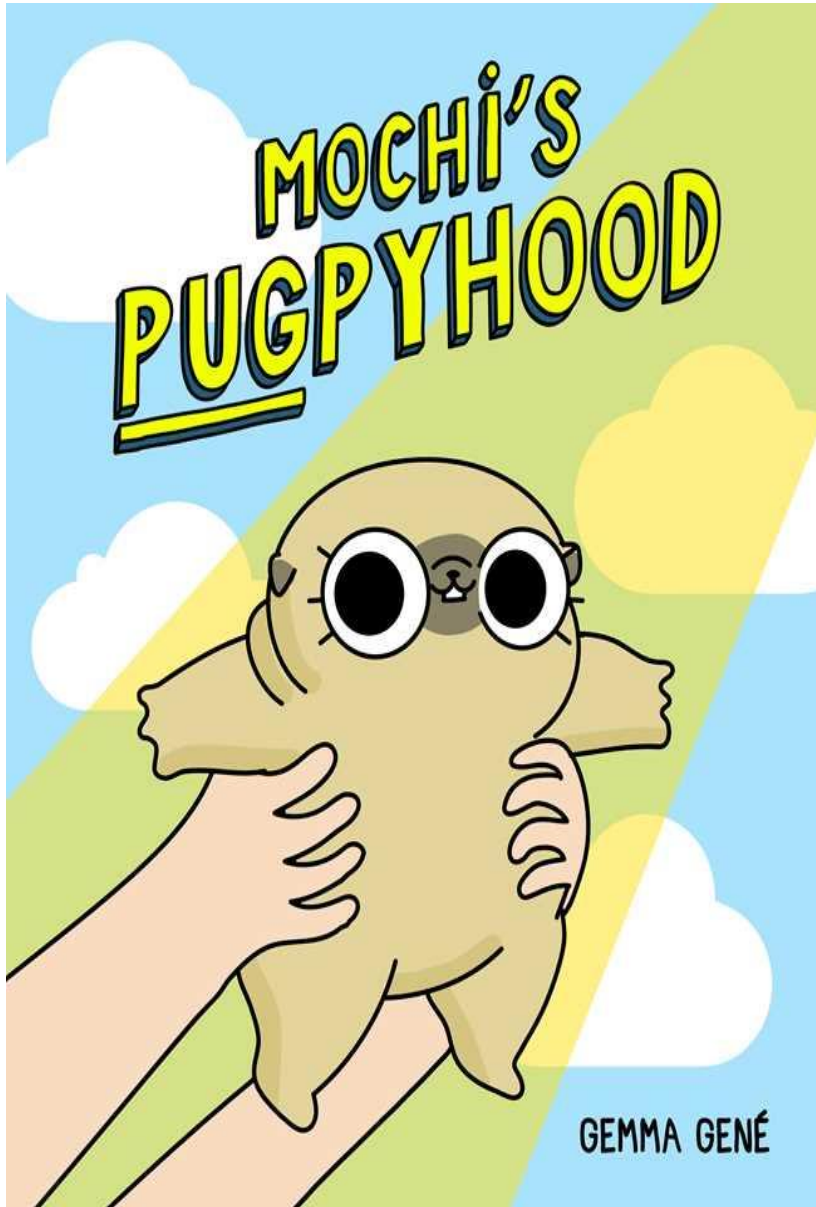




ZITS

by JERRY SCOTT and JIM BERGMAN





Mochi's Pugpyhood

Gemma Gené

9781524876814

On Sale: 10/25/22, \$16.99

AMP Adult

Paperback,

First Print: 20,000

Author Residence: Ridgewood, NY

This hilarious collection of all-new comic strips by Gemma Gené (157ofGemma) tells the story of how one tiny pug met his new family and became one of the cutest, sassiest, and most popular pugs in the world. Guaranteed to warm the hearts of dog parents and pet-lovers everywhere.



9781524866105

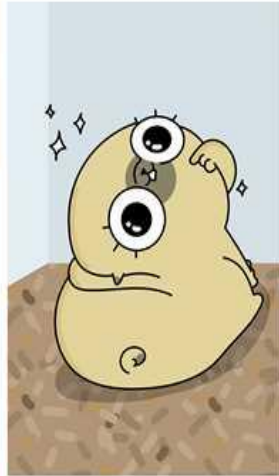
Living With Mochi

On Sale: 04/06/21

Paperback, \$16.99

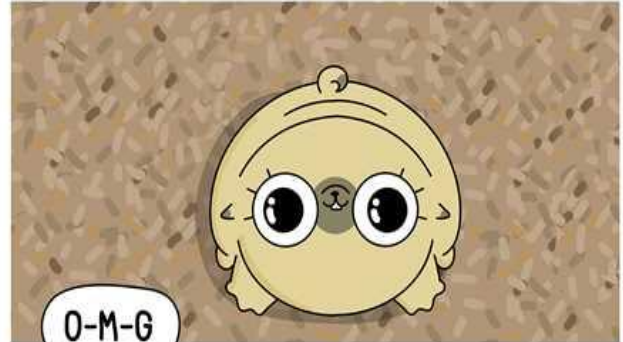


LOOK AT THIS CUTE PUPPY!!

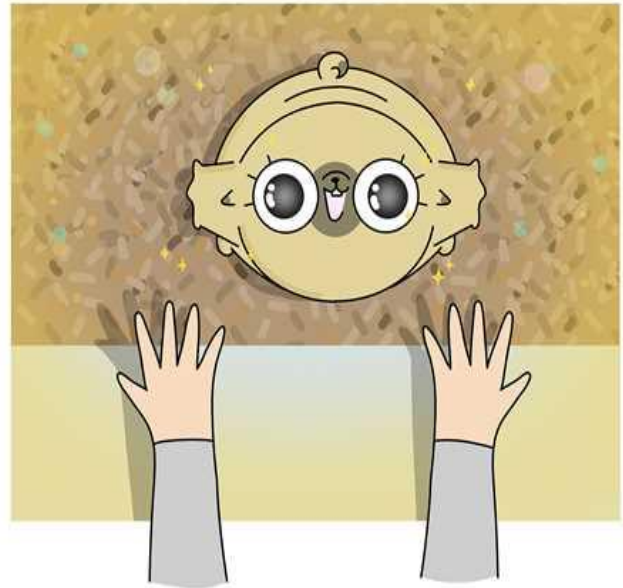


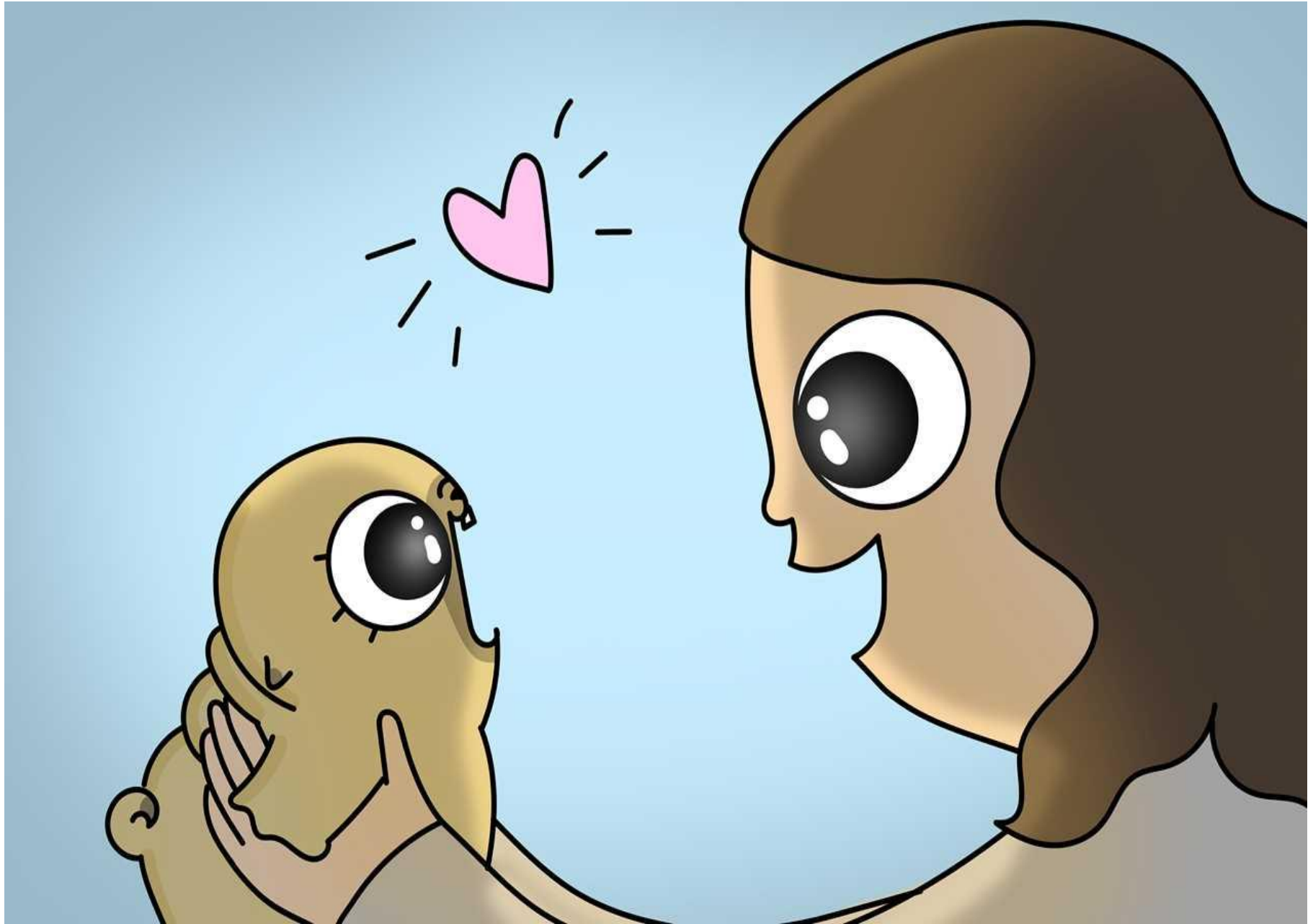
NO, NO, I REALLY WANT A BLACK PUG

ARE YOU SURE? CHECK HIM OUT!



O-M-G

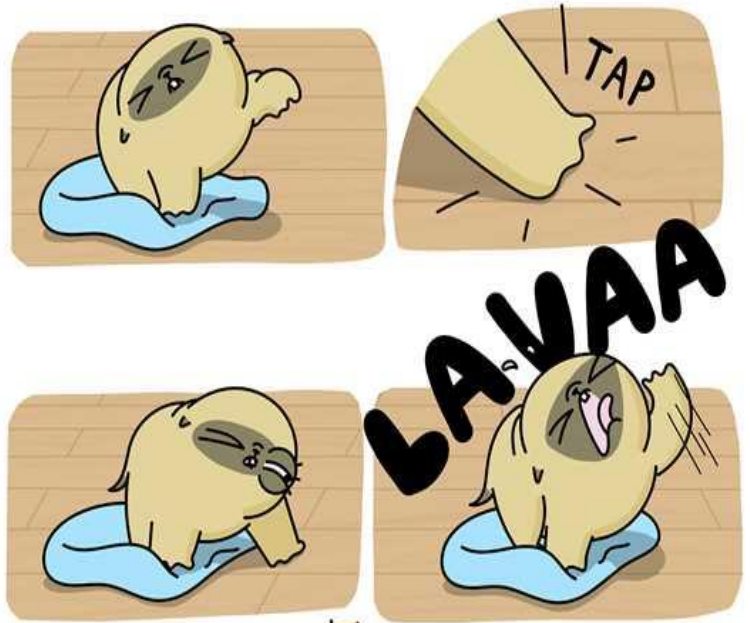






I'LL NEVER FORGET THE MOMENT I HELD MOCHI FOR THE FIRST TIME. WE JUST FOUND EACH OTHER. IT WAS MEANT TO BE. IT WAS TOTAL INSTANT LOVE. IT WAS SUCH A BEAUTIFUL SPECIAL MEANINGFUL MOMENT INTERRUPTED BY THE MOST ABSOLUTE RANDOMNESS.





Dilbert fall 2022

Scott Adams

9781524875633

On Sale: 10/18/22, \$14.99

AMP Adult

Paperback, 8.500 x 9.000

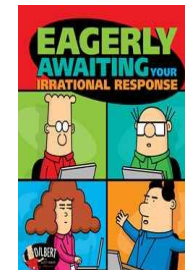
First Print: 40,000

Author Residence: San Francisco, CA

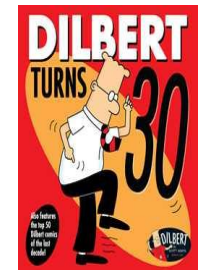
This relatable and hilarious selection of Dilbert comics from late 2020 through 2021 puts a spotlight on the comedic aspects of professional life during the pandemic.



9781524868963
The Office Is a
Beautiful Place When
Everyone Else Works
from Home
On Sale: 12/14/21
Paperback, \$14.99



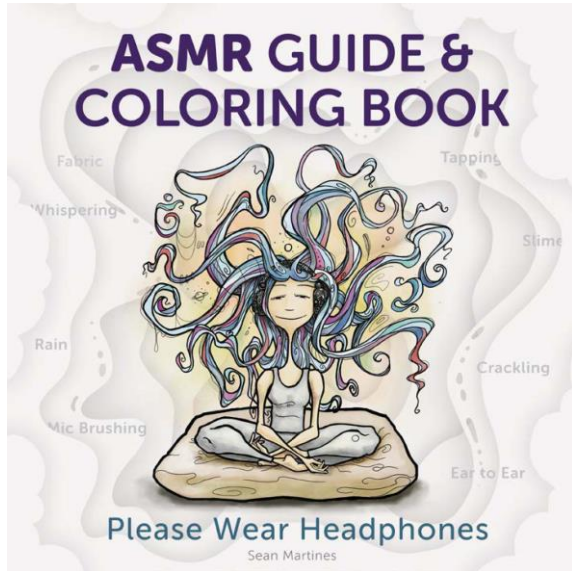
9781524860714
Eagerly Awaiting
Your Irrational
Response
On Sale: 10/20/20
Paperback, \$14.99



9781524851828
Dilbert Turns 30
On Sale: 10/22/19
Paperback, \$16.99



Please Wear Headphones ASMR Coloring Book



ISBN: 9781524877385
Pub date: 09/27/2022
Paperback

How to use this book

Choose 1, 2, or 3 for audio

Scan the QR Code with the camera on your phone until a link pops up, click the link and go directly to suggested playlists that pair well with the pictures.

1

2 Type in the "Title" and the term "ASMR" in your browser search bar and find a video or audio file you like. e.g.: "ASMR"

3

Type in the provided Address in your web browser or the channel name in YouTube.com.

Response Journal

At the Very back of the book there is a journal for recording which videos have worked and some information about the day that may be beneficial, more detailed instructions are at the beginning of the section. (Page 102)

DATE	TIME	TIME SPENT WATCHING
_____	_____	_____

TODAY'S RESPONSE LEVEL: GOOD GOOD
 WHO'S YOUR FAVORITE ASMR GUY? _____
 NOTES: _____

READER: _____
 HEADSET: _____

X How to use this book

Tips, Tricks, and Triggers

TRIGGERS AND HOW TO FIND THEM

Trigger has become a common term to describe the initial reaction to a particular stimuli, it's when it switches over from "Oh that's soothing" to an "Autonomous Sensory Meridian Response" Triggers can be very subtle at first, the best way I can describe it is like a stereo knob that clicks on and also controls the volume. So it's a soft bump up to something that wasn't on before. I've found that I can not turn it on out of nowhere, but I can (over time and with a bit of concentration) turn the volume up once the trigger is in place. So if and when you do realize a kind of change in how you're feeling or responding to a certain "Trigger" mark down that it happened so you can explore more options and "increase the volume" later down the road.

PERCEPTUAL EXPECTATION

At the very least, the videos will help your mind play with what scientists call a "Perceptual Expectation" Meaning that when you hear a certain sound your brain will expect to see a certain thing through your eyes. Even now if I write the words "Bird Chirping" you most likely conjured up the sound in your head or even the image of a bird.

When you're hearing the sounds set up by the ASMRists and coloring the pictures I've created, it'll be like a fun dance for your brain while you color the pages because the sound and pictures are related but will not always be the same, so many of these pages play with that "expectation". The destinations of those neural pathways won't always match up though, this is on purpose, like when you open an old screen door but it sounds like an exotic bird. So even if you don't have a certain "Trigger" it's still going to be fun.

COLORING FOR ASMR

Lastly, just color the way you normally would, there are often long sweeping lines, and as you hear the sounds you may change the style or pace, but there's no wrong way to do this, the pages are just to pull you in and help you to connect more deeply to the audio as it moves through you.

How to use this book XI

Rain

Personal Rating:

I thought rain would be a nice introduction for everyone because even if it isn't a "Trigger" per say, I believe this one will stay in most personal playlists even if you don't have a reaction. It definitely sets the mood for the book, just sit back and relax. After that there's Tapping, which is a very popular Trigger, and a very good one to start with.

Scan the Code with your phone and click the link for "Rain" Video Suggestions

Take your chances! Google: "Rain ASMR"
 YouTube Channel: ASMR Coloring Book
 Playlist by DomaAvocado #ASMRCB

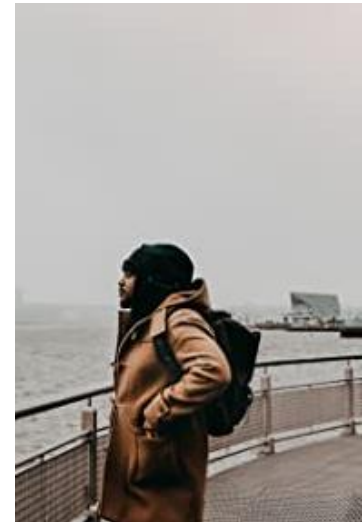
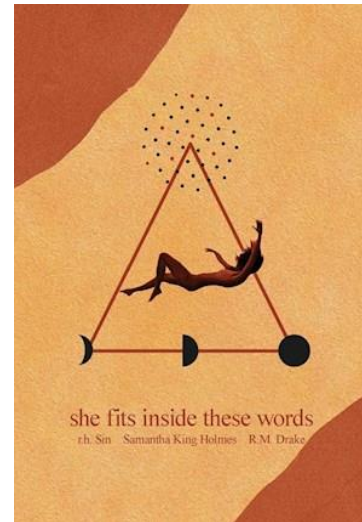
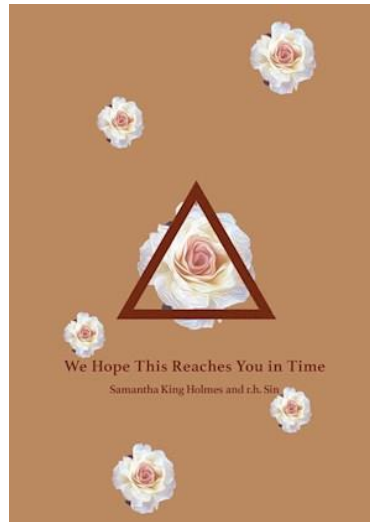
Favorite Artists: _____

Notes: _____

10



Anywho, I Love You



r.h. Sin and Samantha King Holmes

ISBN: 9781524878054

Pub date: 11/22/2022

Hardback