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& Dragons March Release Book (Title Announced January 9th) Critical Role: Vox Machina  
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Con Quest!

The hour of the ritual is at hand! Whether Grog returns to his cluelessly adorable self or

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transforms into the murderous lich Drath Mephrun is still a big fat question mark. Vox Machina is as prepared as they're going to be, armed with spell components, new allies, and a whole lot of loyalty. But will it be enough? Don't miss the series arc finale! Inspired by the Critical Role web series.

### Wonder Women

"An awesome adventure that celebrates fandom—and what could be better than that?" —Nerdist  
The debut novel from bestselling author Sam Maggs, *Con Quest!* is a comics convention adventure for young readers about fandom, family, and finding your place in the world! Cat and Alex are excited to be at the world's most popular comics convention—and they're even more excited to compete in the Quest, a huge scavenger hunt run by their favorite nerdy celebrity. The big prize: a chance to meet him! The twins ditch their older sister Fi and set off to find geeky clues, tackle nerdy challenges, and cross as many items as possible off their Quest list, which includes volunteering at an Artist Alley booth, gathering cosplayers in enough colors to make a double rainbow, and actually finding something healthy to eat in the convention center! Can the twins work together even when they disagree on how to compete? Will Fi find Cat and Alex before their parents realize they're missing? Most importantly, can these ultimate fans complete the ultimate Quest? An Imprint Book "An absolute treasure, full of heart, fandom, and family." —Marieke Nijkamp, New York Times-bestselling author of *The Oracle Code*

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### Crowded #3

Bestselling author Sam Maggs brings Nadia Van Dyne (the Unstoppable Wasp) and her genius friends to life in an all-new original YA novel based on the world of The Unstoppable Wasp Marvel comics series. Nadia Van Dyne is new to this. New to being a Super Hero, new to being a real friend and stepdaughter (to one of the founding Avengers, no less), new to running her own lab, and new to being her own person, far, far away from the clutches of the Red Room—the infamous brainwashing/assassin-training facility. She's adjusting well to all of this newness, channeling her energy into being a good friend, a good scientist, and a good Super Hero. It's taking a toll, though, and Nadia's finding that there are never quite enough hours in a day. So, when she's gifted a virtual assistant powered by the most cutting-edge A.I. technology that the world has to offer, Nadia jumps at the opportunity to "do less, experience more"—just like the advertisements say. The device works—really works. Nadia has more time to pursue her passion projects and to focus on new discoveries. But it's never quite that simple, and not everything is as it seems. This thrilling adventure finds Nadia confronting her past as she tries to shape her future, and learning that sometimes the best way to effect big change is to think small—maybe even super small, Unstoppable Wasp-style. She'll need the help of her genius G.I.R.L. (Genius In action Research Labs) squad and found family to save herself and (not to be too dramatic) the entire world as we know it. Along the way, Nadia discovers that when she teams up with the people who love her the most, they're totally Unstoppable. Just another day in the life of your way, way above average teenage Super Hero.

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### The Unstoppable Wasp

"The first two volumes of BATMAN as a part of DC Universe Rebirth are collected here in hardcover for the first time ever! The Caped Crusader has never been stopped. Not by the Joker. Not by Two-Face. Not even by the entire Justice League. But now, in the wake of DC UNIVERSE: REBIRTH, Batman must face his most challenging foe ever--a hero who wants to save Gotham from the Batman! From one of the biggest breakout writers in years and former CIA analyst Tom King (GRAYSON, THE SHERIFF OF BABYLON) and superstar artist David Finch present BATMAN VOL. 1! This collection features the first two paperback volumes of the series, combined to make a deluxe edition graphic novel in hardcover for the first time ever."--

### The Chronicles of Exandria

A fun and feminist look at forgotten women in science, technology, and beyond, from the bestselling author of THE FANGIRL'S GUIDE TO THE GALAXY You may think you know women's history pretty well. But have you ever heard of. . . · Alice Ball, the chemist who developed an effective treatment for leprosy—only to have the credit taken by a man? · Mary Sherman Morgan, the rocket scientist whose liquid fuel compounds blasted the first U.S. satellite into orbit? · Huang Daopo, the inventor whose weaving technology revolutionized textile production in China—centuries before the cotton gin? Smart women have always been able to achieve amazing things, even when the odds were stacked against them. In Wonder

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Women, author Sam Maggs tells the stories of the brilliant, brainy, and totally rad women in history who broke barriers as scientists, engineers, mathematicians, adventurers, and inventors. Plus, interviews with real-life women in STEM careers, an extensive bibliography, and a guide to women-centric science and technology organizations—all to show the many ways the geeky girls of today can help to build the future. Table of Contents: Women of Science Women of Medicine Women of Espionage Women of Innovation Women of Adventure

### The City on the Other Side

Let the nightmare begin! Or rather, manifest. Keyleth, Pike, and Scanlan have journeyed to the Umbra Hills to find the skull of a nightmare. Grog's survival depends on their success (no pressure), but the cult that has supposedly been conjuring the magical beast is nowhere to be found! Unless, of course, the mysterious stranger in the local jail is right, and the nightmare cult members are right under Vox Machina's nose!

### Critical Role: Mighty Nein Origins--Caleb

Vox Machina Origins writer Jody Houser joins fan-favorite artist Selina Espiritu, and Matthew Mercer and Liam O'Brian to reveal Caleb's troubled past in this all-new hardcover graphic novel! Fans of Critical Role won't want to miss this newest edition to their Mighty Nein library! A fire can keep you warm or it can consume you. When Bren Aldric Ermendrud was chosen to

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attend the Soltryce Academy, everyone knew he would have an important future in service to the Empire. But nobody--least of all Bren himself--could foresee the cruelty he endured, and the ways in which it would break and remake him. Witness the events that transform Bren into the Mighty Nein's Caleb Widogast, and how they'll inform the path he'll take in the future.

### Scavengers

Olwyn and Rook's paths diverge; one companion on a hidden road to discovery, and the other headed straight into the jaws of death. Recommended for fans of Studio Ghibli and the work of HAYAO MIYAZAKI.

### Critical Role: Mighty Nein Origins--Jester

The champions of BioWare's award winning series embark on thrilling interstellar expeditions through alien war and existential crisis, struggling for peace and fighting for the right to survive. Mass Effect's vibrant world is teeming with conflict, and always on the edge of tipping into despair--but there are some who still struggle to maintain order in the chaos and secure the future of the galaxy. Join Liara as she teams up with the Drell Feron to recover the body of Commander Shepard from the Shadow Broker, uncover the origins of the Illusive Man in an epic tale of betrayal and discovery, and witness Aria defend the space station Omega from Cerberus forces, as well as the internal conflicts at Cerberus and the lives of the agents who

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serve it. Also included in this volume are collected stories of characters you love like Garrus, Tali'Zorah, and Wrex, and the series Discovery which follows the Turian soldier Tiran Kandros. This book compiles all of the Mass Effect comic book series in one affordable, accessible, and comprehensive format--a must buy for fans of the Mass Effect universe and BioWare. Collects Mass Effect: Redemption #1-4, Mass Effect: Evolution #1-4, Mass Effect: Invasion #1-4, Mass Effect: Homeworlds #1-4, Mass Effect: Foundation #1-13, and Mass Effect: Discovery #1-4.

### Isola #3

"From the team that brought you the smash-hit web series Critical Role!"--

### Critical Role #1

Step one: find a nymph heart. In order to save Grog, Vox Machina splits up to find the rare ingredients that will stop the lich Drath Mephruhn from returning. But nymphs are dangerous, scarce, and not particularly fond of giving up their hearts to adventurers, so the odds aren't good for Vex, Vax, Trinket, and Grog as they enter the wintery Frostweald in search of the only nymph left in Tal'Dorei. But hey, since when have poor odds stopped Vox Machina?

### The Transport for London Puzzle Book

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"Collects issues #1 through #4 of the Dark Horse Comics series StarCraft: scavengers and is Dark Horse's first collection in a series of StarCraft graphic novels."

### Heroes' Feast (Dungeons & Dragons)

Rebel Wilson has optioned the rights with the goal of starring in and producing the movie adaptation. Wilson will develop the project and produce it via her Camp Sugar production banner. Also producing is Oni Entertainment. Circe and Trotter, two of the heaviest hitters in the private murder industry, have just landed in Los Angeles, looking for Charlie and eager to collect the almost two million dollar Reapr campaign on her life. Charlie, oblivious to the growing danger, tries to carry on her freewheeling lifestyle while under Vita's lock and key. But even their safest safehouse can't keep the fame-and-fortune-driven killers off their trail for too long

### Journey Into Mystery

A game designer considers the experience of play, why games have rules, and the relationship of play and narrative. The impulse toward play is very ancient, not only pre-cultural but pre-human; zoologists have identified play behaviors in turtles and in chimpanzees. Games have existed since antiquity; 5,000-year-old board games have been recovered from Egyptian tombs. And yet we still lack a critical language for thinking about play. Game designers are

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better at answering small questions (Why is this battle boring?) than big ones (What does this game mean?). In this book, the game designer Brian Upton analyzes the experience of play--how playful activities unfold from moment to moment and how the rules we adopt constrain that unfolding. Drawing on games that range from Monopoly to Dungeons & Dragons to Guitar Hero, Upton develops a framework for understanding play, introducing a set of critical tools that can help us analyze games and game designs and identify ways in which they succeed or fail.

### Stranger Things: Into the Fire #2

Two former subjects of Dr. Brenner in Hawkins Lab learn the depths of his sinister ambition after tracking down Subject Eight. She reveals her unwilling role in keeping Subject Nine pacified. Their quest brings them closer to the broken and incredibly powerful pyrokinetic and reveals secrets to their own painful histories that originally brought them to Hawkins.

### Batman: the Deluxe Edition Book 5

80 recipes inspired by the magical world of Dungeons & Dragons — Ready a tall tankard of mead and brace yourself for a culinary journey to match any quest! — Tom Morello, Rage Against the Machine From the D&D experts behind Dungeons & Dragons Art & Arcana comes a cookbook that invites fantasy lovers to celebrate the unique culinary creations and traditions

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of their favorite fictional cultures. With this book, you can prepare dishes delicate enough to dine like elves and their drow cousins or hearty enough to feast like a dwarven clan or an orcish horde. All eighty dishes—developed by a professional chef—are delicious, easy to prepare, and composed of wholesome ingredients readily found in our world. *Heroes' Feast* includes recipes for snacking, such as Elven Bread, Iron Rations, savory Hand Pies, and Orc Bacon, as well as hearty vegetarian, meaty, and fish mains, such as Amphail Braised Beef, Hommlet Golden Brown Roasted Turkey, Drow Mushroom Steaks, and Pan-Fried Knucklehead Trout—all which pair perfectly with a side of Otik's famous fried spiced potatoes. There are also featured desserts and cocktails—such as Heartlands Rose Apple and Blackberry Pie, Trolltide Candied Apples, Evermead, Potion of Restoration, and Goodberry Blend—and everything in between, to satisfy a craving for any adventure.

### Critical Role: Vox Machina Origins II #6

"Critical Role has taken the roleplaying world by storm and now you can join the adventure! Until now, the wondrous and dangerous lands of Tal'Dorei have been the sole stomping grounds of the show's adventuring company, Vox Machina. But now, you can explore these realms in a tome from the pen of Game Master Matt Mercer himself! Will you find one of the revered Vestiges of Divergence or perhaps discover part of the Chroma Conclave's legacy? Can you help the Ashari in their sacred charge to prevent the elemental vortices from overwhelming the world, or will you find yourself embroiled in the machinations of the Clasp? This setting book takes an in-depth look at the history, people, and places of Tal'Dorei, and

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includes new backgrounds, magic items, and monsters for the Fifth Edition rules"--Amazon.com.

### Stranger Things: Into the Fire (Graphic Novel)

After the fallout of Milk Wars, Violet Paige finds herself in a Gotham City unlike any we have seen before a Gotham City without Batman. From DC's Young Animal, the offbeat, grassroots mature-readers imprint spearheaded by Gerard Way. Ten years into the future, in a world without a Batman, Gotham City has been taken over by the Collective, with Gala acting as Head of Citystate. In a high-tech town with zero tolerance for caped crusaders and masked vigilantes (except for those designed by Gala and her association of aristocratic artisans), what's a woman who has vowed vengeance to do? And what's happened to her mother, Rebecca Paige? Perhaps The Joker, now a sad clown who makes balloon toys shaped like tommy guns and machetes on the abandoned Gotham docks, has the answers. Find out for yourself as Mother Panic returns to a different Bat-time, different Bat-channel. Collects issues #1-6.

### Critical Role: Vox Machina Origins II #5

The unlikely heroes of Vox Machina are back in action! Join familiar faces from Critical Role's smash-hit first campaign as their escapades in Stilben lead them toward new adventure--and a

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dire threat to Grog when he goes missing in the night. Tracking him down will see the party lose one member, gain another, and reveal parts of Grog's secret past. But first, his friends have to actually find him. From award-nominated writer Jody Houser (Orphan Black, Stranger Things) and first series author Olivia Samson, with colorist Michele Assarasakorn (Isola, Gotham Academy) and letterer Ariana Maher (James Bond, Xena)! Collects Critical Role - Vox Machina Origins series II #1-#6.

### Those Dark Places

Young Loki is at a severe disadvantage: everyone in Asgard remembers him from his previous life - but they're all strangers to him, and they fully intend to keep it that way. Desperate, Loki conjures up a mystical means of eavesdropping on their private thoughts, but what he learns doesn't make him happy. even worse, the lesson itself may just cost him his life! Then: there's a story bartenders tell about the devil. that at closing time, he chooses a bar and walks in the door. He'll want to talk about his day. If you listen and survive, he'll give you a tip. The story isn't true, but occasionally it amuses Mephisto to play along. And when he's spent the day spying on all the earthly gods and what exactly they're going to do about Fear Itself, you'll want to hear what he has to say. COLLECTING: Journey Into Mystery 626.1, 627-631

### The Boy, the Wolf, and the Stars

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A boy and his pet fox go on a quest to find a wolf who has eaten all the Stars in the sky before the Shadow Witch destroys the Stars and removes good magic from the world forever, perfect for fans of *The Girl Who Drank the Moon* and *Nevermoor*. Long ago, the land of Ulv was filled with magic. But that was before a wolf ate all the Stars in the night sky, ridding the world of magic and allowing Shadow Creatures, beasts made of shadow and evil, to flourish. Twelve-year-old Bo knows the stories but thinks the Stars and the wolf who ate them are nothing more than myths—until the day Bo’s guardian, Mads, is attacked by a giant wolf straight from the legends. With his dying breath, Mads tells Bo that Ulv is in danger and the only way to prevent the Shadow Creatures from taking over is to return the Stars to the sky. And so Bo—accompanied by his best friend, a fox called Nix, a girl named Selene whose magic is tied to the return of the Stars, and Tam, a bird-woman who has vowed to protect Bo at all costs—sets off on a quest to find the three magical keys that will release the Stars. But Bo isn’t the only one who wants the Stars, and the friends soon find themselves fleeing angry villagers, greedy merchants, and a vengeful wolf. And all the while, an evil witch lurks in the shadows and time is running out.

### Critical Role

### Mass Effect: the Complete Comics

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Test your knowledge and get to know the real London. Can you find your way from Bond Street to Kentish Town on a word ladder? Can you crack a 1950s underground code? Puzzle your way across London with this official TfL quiz book and over 200 word puzzles, cryptic clues, number games, anagrams and spot-the-difference challenges. Explore the capital from a whole new point of view, through the maps, posters and other fascinating artifacts of the iconic Underground, stored in Transport for London's archive.

### Critical Role Vox Machina: Origins Volume 1

Celebrate your campaigns and conquests with these 75 fun, RPG-inspired cocktail recipes your whole gaming group will love! Make your next gaming adventure even more fun with this collection of 75 RPG-inspired cocktails! Featuring fantasy-themed libations from the boozy Dragon the Beach and a Potion of Strength to a sneaky Stealth Check shot and a Never Split the Party Punch, you'll keep spirits high and your friends happy during your next dungeon-crawling tabletop adventure. Complete with easy-to-follow, accessible instructions, *Düungeonmeister* also includes funny jokes and hilarious asides that will take your campaign (or your next gathering) to the next level!

### 47 Ronin

Fans of Castlevania will covet this opportunity to learn all there is to know about the

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development of the animated series with this beautiful, expertly designed, full color, hardcover art book featuring concept art and commentary from all four seasons of the hit animated series. Gothic adventure and horror abound in Netflix's Castlevania. Now explore the work behind the scenes of the popular show that was originally inspired by the classic video games! Hundreds of pieces of ultra-detailed artwork are contained in these pages, including stunning, never-before-seen illustrations of monsters, characters, and environments. Experience the labor of love expressed while adapting the design for Dracula's castle, and get a closer look at the intricacies of each prop's fastidiously created components!

### Mother Panic

### Critical Role: Vox Machina Origins Volume II

A delightful, erudite, and immersive exploration of the crossword puzzle and its fascinating history by a brilliant young writer The crossword is a feature of the modern world, inspiring daily devotion and obsession from not just everyday citizens looking to pass the time but icons of American life, such as Bill Clinton, Yo-Yo Ma, and Martha Stewart. It was invented in 1913, almost by accident, when a newspaper editor at the New York World was casting around for something to fill some empty column space for that year's Christmas edition. Practically overnight, it became a roaring commercial success, and ever since then has been an essential

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ingredient of any newspaper worth its salt. Indeed, paradoxically, its popularity has never been greater, even as the world of media and newspapers, its natural habitat, has undergone a perilous digital transformation. But why, exactly, are its satisfactions so sweet that over the decades has it become a fixture of breakfast tables, nightstands, and commutes, and even given rise to competitive crossword tournaments? Blending first-person reporting from the world of crosswords with a delightful telling of its rich literary history, Adrienne Raphel dives into the secrets of this classic pastime. At the annual American Crossword Puzzle Tournament, she rubs shoulders with elite solvers of the world, doing her level best to hold her own; aboard a crossword themed cruise, she picks the brains of the enthusiasts whose idea of a good time is a week on the high seas with nothing but crosswords to do; and, visiting the home and office of Will Shortz, New York Times crossword puzzle editor and NPR's official "Puzzlemaster," she goes behind the scenes to see for herself how the world's gold standard of puzzles is made. Equal parts ingenious and fun, *Thinking Inside the Box* is a love letter to the infinite joys and playful possibilities of language, and will be a treat for die-hard cruciverbalists and first-time solvers alike.

### Critical Role: the Chronicles of Exandria the Mighty Nein

From Noelle Stevenson, the New York Times bestselling author-illustrator of *Nimona*, comes a captivating, honest illustrated memoir that finds her turning an important corner in her creative journey—and inviting readers along for the ride. In a collection of essays and personal mini-comics that span eight years of her young adult life, author-illustrator Noelle Stevenson charts

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the highs and lows of being a creative human in the world. Whether it's hearing the wrong name called at her art school graduation ceremony or becoming a National Book Award finalist for her debut graphic novel, *Nimona*, Noelle captures the little and big moments that make up a real life, with a wit, wisdom, and vulnerability that are all her own.

### The Book of Holding

In September 2006, Victoria Coren won the European Poker Championship, and with it a cool one million dollars. Overnight, she became one of the world's most famous players. But how did she do it? In *For Richer, For Poorer*, Victoria Coren's long-awaited poker memoir, she answers this question. It is an intensely honest story of twenty years of obsession, of highs and lows, wins and losses, friendships, power plays, loneliness and addiction. Coren takes us from the grimy underworld of illegal cash games to the high glamour of Monte Carlo and Las Vegas, vividly capturing the incredible excitement of a poker match and getting to the heart of why poker has become the world's most popular card game. It is a razor-sharp, accessible, entertaining, and intensely gripping story. From the Hardcover edition.

### For Richer, For Poorer

The lush beauty of Canada's wildlife and landscape is brought to life in a colouring book along with excerpts from the country's greatest writers. Featuring 40 gorgeous illustrations paired

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with excerpts from some of Canada's most beloved poets and writers, The Canadian Backwoods Colouring Book will satisfy all your colouring needs throughout the year. Beginning in January, this book will take you through each month and season, exploring the wildlife and landscapes that define Canada.

### The Punch Escrow

Beyond Hawkins Lab, Starcourt Mall, Dungeons and Dragons, Monsters, and Mindflayers, the powerful children that have escaped from Hawkins Lab are out in the world, trying to live normal lives, but it comes at a steep cost. Nine was left behind in Hawkins Lab, comatose and alone. Now she lives in a fractured reality of her own creation under the watchful eyes of doctors who have no idea about the psychic volcano building inside her that erupts at any moment, obliterating their entire hospital. Three and Nine's twin sister both escaped Hawkins Lab several years ago and have been on the run ever since. They had just settled down into a new life when, all of a sudden, the lab has made the national news. With the veil of normalcy completely shattered, they pack everything they have and hit the road, hoping to find and help any of the other kids they can. When Kali (number Eight) informs them that Nine is still alive it becomes a race against the clock to save a beloved sister, from the doctors that keep her, as well as the delusions that threaten to fracture her psyche beyond repair. Perfectly penned by writer Jody Houser (Critical Role, Star Wars: Tie Fighter) with kinetic pencils by Ryan Kelly (New York Four, Star Wars) and tight inks by Le Beau Underwood (Catwoman, Immortal Hulk) this third book in the Stranger Things comics line takes the story to brand new territory.

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Collects Stranger Things: Into the Fire #1-#4.

D&d Waterdeep Dragon Heist Hc

The Fire Never Goes Out

From the creators of the hit show "Critical Role" comes Vox Machina's origin story! Writers Matthew Mercer and Matthew Colville team with artist extraordinaire Olivia Samson and colorist Chris Northrop to bring you the story of where the heroes' journey began. The band of adventurers known as Vox Machina will save the world. Eventually. But even they have to start somewhere. Six would-be heroes on seemingly different jobs find their paths intertwined as they investigate shady business in the swamp town of Stilben. They'll need to put their heads--and weapons--together to figure out what's going on and keep from being killed in the process. Even then, whether or not they can overcome what truly lurks at the bottom of the town's travails remains to be seen! Collects Critical Role Vox Machina: Origins comics issues #1-6, one of the best selling digital comics ever!

Düngeonmeister

Space is a hell of a thing but you need to be sure that this is what you want. Like, what you

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really want. The idea of space exploration to further the frontiers of mankind is noble, but let's not kid ourselves – it's really all about furthering the profit margins. There's money to be made and out there is the place to make it, but you hear all kinds of stories equipment malfunctions, strange discoveries, crewmembers going insane You'll be out there in the reaches, alone, for months or years, breathing recycled air and drinking recycled water, with nothing but a few feet of metal and shielding between you and certain death. Are you sure this is what you want? – Crew Orientation Briefing \*\*\* Those Dark Places is a rules-light, story-focused roleplaying game about the darker side of space exploration and the people who travel the stars in claustrophobic, dangerous conditions. Starships, stations, and outposts aren't havens of safety with clean, brightly lit corridors – they're potential deathtraps, funded by budget-conscious corporate interests and running on stale, recycled air and water. The stars may be the future of humanity, but they are also home to horrors and terror the human mind cannot comprehend.

### Dungeons & Dragons March Release Book (Title Announced January 9th)

When he's accidentally duplicated while teleporting, Joel Byram must outrun the most powerful corporation on the planet and find a way back to his wife in a world that now has two of him. Dubbed the "next Ready, Player One," by former Warner Brothers President Greg Silverman, and now in film development at Lionsgate.

### Critical Role: Vox Machina Origins II #4

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Roguish twins Vax'ildan and Vex'ahlia investigate a curse afflicting the impoverished citizens of the port city of Stilben. Things are not what they seem for the adventurous siblingsâ between fighting shark-riding fish men and black-clad assassins, they meet an antlered half-elven druid with her own theory about the curse.

### Castlevania: The Art of the Animated Series

What's a nice tiefling like Jester doing in a party like the Mighty Nein? Jester Lavorre had an unconventional upbringing, even for one born in cosmopolitan Nicodranas. Daughter of the famed Ruby of the Sea, she had many opportunities for mischief as a small child, of which she took full advantage! Dive into the mystery of Jester's early years, her first meeting with the Traveler, and the fateful events that set her on a path to eventually join the Mighty Nein. Jester's story is brought to life by writer Sam Maggs (Captain Marvel; The Unstoppable Wasp) with art by Hunter Severn Bonyun, in direct consultation with Laura Bailey! It's available as a gorgeous hardcover, ready to take its place in your Critical Role library!

### The Canadian Backwoods Colouring Book

Experience the ultimate urban treasure hunt in this adventure for the world's greatest roleplaying game. Welcome to Waterdeep, City of Splendors! You're summoned by Volothamp Geddarm, famous explorer and raconteur, to complete a simple quest. Is anything ever really

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simple though? Experience a grand caper, pitting your skills and bravado against two nefarious organizations as you go on a hunt for the greatest prize of all.

### The Aesthetic of Play

Your first look at the next D&D title comes on January 9th! Keep an eye on wherever you get your D&D news for a preview of the book.

### Thinking Inside the Box

In *The City on the Other Side*, a young girl stumbles into a pitched war between two fairy kingdoms, and the fate of San Francisco itself hangs in the balance! Sheltered within her high-society world, Isabel plays the part of a perfectly proper little girl—she’s quiet, well-behaved, and she keeps her dresses spotlessly clean. She’s certainly not the kind of girl who goes on adventures. But that all changes when Isabel breaches an invisible barrier and steps into another world. She discovers a city not unlike her own, but magical and dangerous. Here, war rages between the fairies of the Seelie and Unseelie Courts. Only Isabel, with the help of a magical necklace and a few new friends, stands a chance of ending the war before it destroys the fairy world, and her own. From Mairghread Scott and Robin Robinson comes a colorful fantasy graphic novel set in early twentieth century San Francisco.

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