

Beowulf The Graphic Novel

Before Lord of the Rings, before Conan there was BEOWULF! The Viking warrior must defeat the ogre Grendel and his vengeful mother before facing the fire-breathing dragon that will spell his doom. This stunning graphic novel captures the power and majesty of the greatest sword and sorcery hero of them all!

If you liked Percy Jackson, you'll love Kid Beowulf! Inspired by the epic poem "Beowulf," this fun new series follows the adventures of 12-year-old twin brothers Beowulf and Grendel as they travel to distant lands and meet fellow epic heroes! In book one of the series by Alexis E. Fajardo, our heroes' destiny is tied to the past, when a prince named Hrothgar begins a quest for power—one that leads him to a fiery dragon, an enchanted sword, and an oath sworn in blood. But when Hrothgar breaks his oath he breaks his kingdom, and the only thing that will save it is a family he's forgotten and heroes not yet born...

In graphic novel format, retells the Anglo-Saxon epic poem about the heroic efforts of Beowulf, son of Edgetheow, to save the people of Heorot hall from the terrible monster, Grendel. A special fiftieth anniversary edition of Kurt Vonnegut's masterpiece, "a desperate, painfully honest attempt to confront the monstrous crimes of the twentieth century" (Time), featuring a new introduction by Kevin Powers, author of the National Book Award finalist *The Yellow Birds* Selected by the Modern Library as one of the 100 best novels of all time *Slaughterhouse-Five*, an American classic, is one of the world's great antiwar books. Centering on the infamous World War II firebombing of Dresden, the novel is the result of what Kurt Vonnegut described as a twenty-three-year struggle to write a book about what he had witnessed as an American prisoner of war. It combines historical fiction, science fiction, autobiography, and satire in an account of the life of Billy Pilgrim, a barber's son turned draftee turned optometrist turned alien abductee. As Vonnegut had, Billy experiences the destruction of Dresden as a POW. Unlike Vonnegut, he experiences time travel, or coming "unstuck in time." An instant bestseller, *Slaughterhouse-Five* made Kurt Vonnegut a cult hero in American literature, a reputation that only strengthened over time, despite his being banned and censored by some libraries and schools for content and language. But it was precisely those elements of Vonnegut's writing—the political edginess, the genre-bending inventiveness, the frank violence, the transgressive wit—that have inspired generations of readers not just to look differently at the world around them but to find the confidence to say something about it. Authors as wide-ranging as Norman Mailer, John Irving, Michael Crichton, Tim O'Brien, Margaret Atwood, Elizabeth Strout, David Sedaris, Jennifer Egan, and J. K. Rowling have all found inspiration in Vonnegut's words. Jonathan Safran Foer has described Vonnegut as "the kind of writer who made people—young people especially—want to write." George Saunders has declared Vonnegut to be "the great, urgent, passionate American writer of our century, who offers us . . . a model of the kind of compassionate thinking that might yet save us from ourselves." Fifty years after its initial publication at the height of the Vietnam War, Vonnegut's portrayal of political disillusionment, PTSD, and postwar anxiety feels as relevant, darkly humorous, and profoundly affecting as ever, an enduring beacon through our own era's uncertainties. "Poignant and hilarious, threaded with compassion and, behind everything, the cataract of a thundering moral statement."—The Boston Globe

Retells, in graphic novel format, Homer's epic tale of Odysseus, the ancient Greek hero who encounters witches and other obstacles on his journey home after fighting in the Trojan War. The third volume in the Kid Beowulf series by Alexis E. Fajardo is an action-adventure swashbuckler with a dash of romance set in medieval Spain. Based on the Spanish national epic, *El Cid*, *Kid Beowulf: The Rise of El Cid* picks up shortly after the events of book two. Beowulf and Grendel are in war-torn Spain, where honor is hard-fought, allegiances are dubious, and the bulls run wild. Amidst it all comes a young knight named Rodrigo, who fights for the name he's lost, the land he loves, and the virtue they've both forgotten. It continues the Kid Beowulf narrative and gives Beowulf and Grendel new characters to meet and lessons to learn.

Composed towards the end of the first millennium, the Anglo-Saxon poem *Beowulf* is one of the great Northern epics and a classic of European literature. In his new translation, Seamus Heaney has produced a work which is both true, line by line, to the original poem, and an expression, in its language and music, of something fundamental to his own creative gift. The poem is about encountering the monstrous, defeating it, and then having to live on, physically and psychically exposed, in that exhausted aftermath. It is not hard to draw parallels between this story and the history of the twentieth century, nor can Heaney's *Beowulf* fail to be read partly in the light of his Northern Irish upbringing. But it also transcends such considerations, telling us psychological and spiritual truths that are permanent and liberating.

Beowulf - The protagonist of the epic, Beowulf may be a Geatish hero who fights the monster Grendel, Grendel's mother, and a fire-breathing dragon. Beowulf's boasts and encounters reveal him to be the strongest, ablest warrior around. In his youth, he personifies all of the simplest values of the heroic culture. This version of the book is annotated.

In fifth-century Denmark, a murderous monster stalks the night, and only the great prince of the Geats has the strength and courage to defeat him. This work retells and illustrates Beowulf's terrifying quest to destroy Grendel, the foul fiend, a hideous sea-hag and a monstrous fire-dragon.

The mighty mead-hall of Hrothgar the Dane stands empty at night, for none of his warriors can face the hideous onslaught of the swamp-fiend Grendel. Now, there comes a man from the North - a man who will face Grendel unarmed and unarmored, in a battle destined to become legend. He is the greatest of all Viking heroes... Beowulf. This adaptation brings the Viking-age epic to life with all of its archaic style and mythic stature. The battles are lightning-paced contests of muscle and will, the speeches are filled with the courage of the ancient Norsemen, and the fjords are alight with burning funeral-boats. This edition features an archaic verse translation. For the simpler prose translation, see *Beowulf* by Gareth Hinds (green cover).

Giants! Elephants! Roller Coasters? That's just some of the mayhem twin brothers Beowulf and Grendel discover in the second adventure in the series by Alexis E. Fajardo! Banished from their homeland, the brothers seek refuge with their Uncle Holger in far-off France, but by the time they arrive, the kingdom is in shambles: King Charlemagne is ailing; his knights have been exiled; and France's hero, Roland, needs a kick in the pants. It's up to Beowulf and Grendel to unite the country before it's taken over by an invading Saracen horde!

The story of one man's triumph over a legendary monster, *Beowulf* marks the beginning of Anglo-Saxon literature as we know it today. This Enriched Classic includes:

- A concise introduction that gives readers important background information
- A timeline of significant events that provides the book's historical context
- An outline of key themes and plot points to help readers form their own interpretations
- Detailed explanatory notes
- Critical analysis and modern perspectives on the work
- Discussion questions to promote lively classroom and book group interaction
- A list of recommended related books and

films to broaden the reader's experience Enriched Classics offer readers affordable editions of great works of literature enhanced by helpful notes and insightful commentary. The scholarship provided in Enriched Classics enables readers to appreciate, understand, and enjoy the world's finest books to their full potential. Series edited by Cynthia Brantley Johnson

In graphic novel format, retells the story of the warrior Beowulf who fought the monster Grendel and his mother, but who succumbed as an old man to a dragon's poison.

SANTIAGO GARCIA and DAVID RUBIN unite to bring forward the myth of Beowulf, which has endured for a thousand years, inspired an epic poem, become a foundational piece of English literature, and influenced generations of authors: from J.R.R. Tolkien and Seamus Heaney to a multitude of Hollywood screenwriters. BEOWULF tells of the tale of a Scandinavian hero in lands that would become what is now Denmark and Sweden. A monster, Grendel, has arrived in the kingdom of the Danes, devouring its men and women for over a decade until Beowulf arrives to save them. GARCIA and RUBIN faithfully follow the original story for a new version that is neither revisionist nor postmodern, but captures the tone and important details of the poem, translating its potent, epic resonance and melancholy into a contemporary comic that isn't standard swords and sorcery or heroic fantasy fare, but rather an ancient story with a modern perspective that remains respectful of the source material.

A best-selling translation of the classic epic is complemented by lavish photographs and illustrations of period relics, from Viking warships and chain mail suits to spearheads and a reconstruction of the Great Hall. Original. 30,000 first printing.

A retelling in graphic format of the Anglo-Saxon epic about the heroic efforts of Beowulf, son of Edgetheow, to save the people of Heorot hall from the terrible monster, Grendel.

A powerful retelling of Britain's oldest epic vividly brings to life the warrior named Beowulf who defeated the ogre Grendel, Grendel's mother, and the dragon that threatened his kingdom. Original.

Who will come to the aid of beleaguered King Hrothgar, whose warriors have become the prey of the vengeful outcast monster Grendel? A grand and glorious story that has endured for centuries, the ageless classic adventure takes on a breathtaking new life in a remarkable new version for a modern era. Brilliantly reimagined by acclaimed, award-winning author Caitlín R. Kiernan, based on the screenplay by #1 New York Times bestseller Neil Gaiman and Academy Award®-winning screenwriter Roger Avary, it is the tale of a noble liege and a terrible creature who has cursed his kingdom with death, blood, and destruction—and of the great hero, Beowulf, who is called to a land of monsters to triumph where so many have failed . . . or to die as so many of the brave before him.

For two generations, the rural hill town of Grendel, Kentucky has honored its Faustian bargain with the monster living in its abandoned coal mine: a human sacrifice every season in return for agrarian prosperity the likes of which this rocky region had never before seen (including its greatest cash crop: the dankest weed in the land). When one town elder breaks this pact, Grendel's only hope is that its prodigal daughter will return home to face down the creature of her nightmares—and bring her all-female biker gang with her.

BEOWULF HC SANTIAGO GARCIA and DAVID RUBIN unite to bring forward the myth of Beowulf, which has endured for a thousand years and inspired an epic poem of the same name, became a foundational piece of English literature, and inspired generations of authors, from Tolkien to a good number of Hollywood screenwriters. BEOWULF tells of the tale of a Scandinavian hero in lands that would become what is now Denmark and Sweden: A monster, Grendel, has arrived in the kingdom of the Danes, devouring its men and women for 12 years until Beowulf arrives to save them. GARCIA and RUBIN faithfully follow the original story for a new version that is neither revisionist nor postmodern, but captures the tone and important details of the poem, translating its potent, epic resonance and melancholy into a contemporary comic that isn't standard swords and sorcery or heroic fantasy fare, but rather an ancient story with a modern perspective that remains respectful of the source material.

Presents a new translation of the Anglo-Saxon epic chronicling the heroic adventures of Beowulf, the Scandinavian warrior who saves his people from the ravages of the monster Grendel and Grendel's mother.

BeowulfThe Graphic Novel

The masque of the red death -- The cask of Amontillado -- Annabel Lee -- The pit and the pendulum -- The tell-tale heart -- The bells -- The raven

The first and most terrifying monster in English literature, from the great early epic Beowulf, tells his own side of the story in this frequently banned book. This classic and much lauded retelling of Beowulf follows the monster Grendel as he learns about humans and fights the war at the center of the Anglo Saxon classic epic. This is the book William Gass called "one of the finest of our contemporary fictions."

Beowulf's presence on the popular cultural radar has increased in the past two decades, coincident with cultural crisis and change. Why? By way of a fusion of cultural studies, adaptation theory, and monster theory, Beowulf's Popular Afterlife examines a wide range of Anglo-American retellings and appropriations found in literary texts, comic books, and film. The most remarkable feature of popular adaptations of the poem is that its monsters, frequently victims of organized militarism, male aggression, or social injustice, are provided with strong motives for their retaliatory brutality. Popular adaptations invert the heroic ideology of the poem, and monsters are not only created by powerful men but are projections of their own pathological behavior. At the same time there is no question that the monsters created by human malfeasance must be eradicated.

Adaptation of Beowulf.

An enchanting graphic novel about a feud, a friendship, and two girls forever changed. Based on the beautifully hand-crafted animated adventure, WolfWalkers, this graphic novel features an introduction and exclusive original art from film co-creator Tomm Moore and co-Art Director Maria Pareja. Watch the stunning, Golden Globe-nominated film available on Apple TV+ now. In a time of superstition and magic, a young apprentice hunter, Robyn Goodfellowe, journeys to Ireland with her father whose job it is to wipe out the last wolf pack. Robyn, unable to hunt with her father and sick of being confined, sneaks out to explore the forbidden lands outside the city walls. There, Robyn befriends a free-

spirited girl, Mebh, a member of a mysterious tribe of WOLFWALKERS rumored to have the ability to transform into wolves by night. After learning that WOLFWALKERS aren't to be feared, Robyn decides she must protect Mebh and her pack from the hunters. As the girls search for Mebh's missing mother, Robyn uncovers a secret that draws her further into the enchanted world of the WOLFWALKERS and risks turning her into the very thing her father is tasked to destroy. This graphic novel makes a great gift for readers of all ages and includes a special introduction, written and illustrated by film cocreator, Tomm Moore, and co-Art Director, Maria Pareja. WolfWalkers is created by Cartoon Saloon, the award-winning Irish studio behind some of the industry's most renowned animated films including Song of the Sea and The Secret of Kells. Praise for WolfWalkers: "Lovely to behold." -- The New York Times "A visually dazzling, richly imaginative, emotionally resonant production...." -- The Hollywood Reporter "Kids need movies like this that respect their intelligence, center strong female characters and question policies of blind obedience.... [Moore] brings everything together...leaving audiences with another stunning artwork for the ages" -- Variety "Enchanting...intoxicating." -- The LA Times "Offers an alternative vision of what popular art for children might be." -- The New Yorker "Likely to captivate viewers young and old." -- WSJ "It's glorious, gorgeous, and more than a little profound." -- Vulture This title will be simultaneously available in hardcover. © 2020 Wolfwalkers

The epic story of tormented warrior and monster slayer Beowulf from the legendary prophecy by the haunted lake through his decoration with the unwanted mantle of glory. Reprint.

In a companion volume to his award-winning adaptation of The Odyssey, the incomparable graphic novelist Gareth Hinds masterfully adapts Homer's classic wartime epic. More than three thousand years ago, two armies faced each other in an epic battle that rewrote history and came to be known as the Trojan War. The Iliad, Homer's legendary account of this nine-year ordeal, is considered the greatest war story of all time and one of the most important works of Western literature. In this stunning graphic novel adaptation -- a thoroughly researched and artfully rendered masterwork -- renowned illustrator Gareth Hinds captures all the grim glory of Homer's epic. Dynamic illustrations take readers directly to the plains of Troy, into the battle itself, and lay bare the complex emotions of the men, women, and gods whose struggles fueled the war and determined its outcome. This companion volume to Hinds's award-winning adaptation of The Odyssey features notes, maps, a cast of characters, and other tools to help readers understand all the action and drama of Homer's epic.

A special adaptation of the big-screen retelling of the ancient myth from filmmakers Neil Gaiman, Roger Avary and Robert Zemeckis! In the sixth century, the warrior Beowulf must do battle with the monster Grendel as well as Grendel's mother and a dragon who has a personal connection to the Scandanavian warrior. Adapted by Chris Ryall and Gabriel Rodriguez (Clive Barker's The Great and Secret Show). A new, feminist translation of Beowulf by the author of the much-buzzed-about novel The Mere Wife Nearly twenty years after Seamus Heaney's translation of Beowulf—and fifty years after the translation that continues to torment high-school students around the world—there is a radical new verse translation of the epic poem by Maria Dahvana Headley, which brings to light elements that have never before been translated into English, recontextualizing the binary narrative of monsters and heroes into a tale in which the two categories often entwine, justice is rarely served, and dragons live among us. A man seeks to prove himself as a hero. A monster seeks silence in his territory. A warrior seeks to avenge her murdered son. A dragon ends it all. The familiar elements of the epic poem are seen with a novelist's eye toward gender, genre, and history—Beowulf has always been a tale of entitlement and encroachment, powerful men seeking to become more powerful, and one woman seeking justice for her child, but this version brings new context to an old story. While crafting her contemporary adaptation of Beowulf, Headley unearthed significant shifts lost over centuries of translation.

Kid Beowulf is an action/adventure/humor graphic novel series inspired by the epics of old. Currently slated as a 12-book story arc, it follows the journey of twin brothers Beowulf and Grendel as they encounter other epic heroes from Europe, the Middle East and Asia. Each book functions as a separate adventure and is inspired by a countrys specific epic poem. The books can be read individually, yet also function within a larger framework as they trace the changing relationship between Beowulf and Grendel as they learn where exactly they fit within the vast tradition of heroic mythology.

A simplified and illustrated retelling of the exploits of the Anglo-Saxon warrior, Beowulf, and how he came to defeat the monster Grendel, Grendel's mother, and a dragon that threatened the kingdom. Good battles evil, and the world hangs in the balance! Resurrected by the Shroud of Turin, the zombified Dr. Jameson intends to finish what he started 150 years ago -- destroying the earth with a giant space eel. Standing in his way is Dr. Ong, a would-be pastor turned scientist who now works in a government research facility infamously known as "Creature Tech." Aided by an unlikely cast of rednecks, symbiotic aliens, and a CIA-trained mantid, Dr. Ong embarks on a journey of faith, love, and self-discovery. All in a day's work at Creature Tech! ... And, by the way, 20th Century Fox and New Regency are currently developing Doug TenNapel's Creature Tech for the sliver screen. We'll keep you posted as things develop.

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